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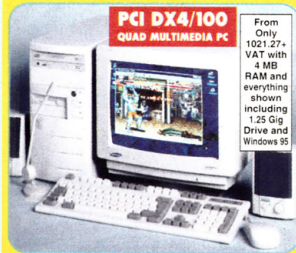
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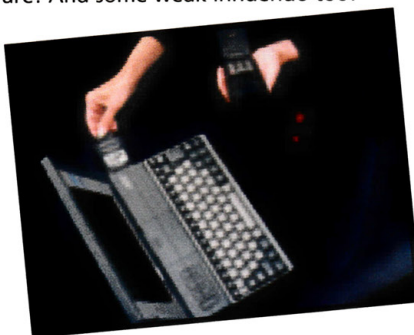


Due to the immense burden placed on the staff by the workload of producing this great magazine each month, we regret that we cannot answer your phone calls. If, however, you feel you absolutely must call us then your best bet is to ask for Andy Sharp when you ring and say it's a personal call. He won't mind, he doesn't do much anyway.

Clinical finisher of the month: Andy Cole

News p10

We slashed the skin of the mighty News Beast and out poured the hottest stories we've ever had to report! And here they are! And some weak innuendo too!



Superleagues p68

Every month the whole team pours over 'the leagues' as we like to call them to decide which hot new release should go where/for the last six months or so we haven't bothered to make any changes and simply repeated the same four pages. Which is correct? Write in and tell us and you could win a prize! But probably won't

Public Domain p30

What can you say about PD software? Well, in our case not a lot, because as our mothers always said, "If you can't say anything nice, don't say anything at all!" Our lips are sealed...



Swap Shop p72

This month's feature ad:
Desperately short of cash magazine editor seeks buyer for stolen office collection of CD32 games. Almost every game ever released for the machine! Advertised twice previously, but strangely, no reply



Write Up Your Alley p43

More vile, opinionated rantings from Paul Roundell, the man YOU love to hate, and the man WE all just hate

Subscribe! p64

Or alternatively, don't. It's up to you

Reviews p13

Full price

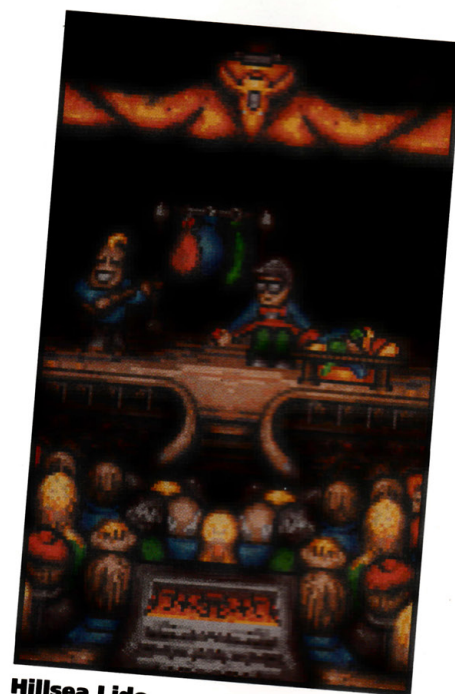
Except Hillsea Lido, which is 12 quid, but, y'know...

Dungeon Master 2	26
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SWOS 95/96	20



Dungeon Master 2

At last! More of the same old stuff! Wahey!



Hillsea Lido

Vulcan is back and this time sees the use of a brand new colour palette

Budget p40

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KO3: European Challenge	41

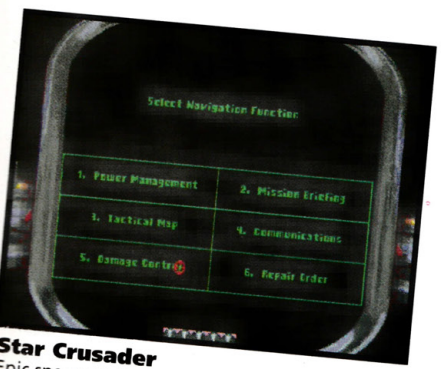
(In other words, they're part of a compilation. Empire's Soccer Stars '96 compilation to be exact. Yes.)



Extreme Racing
Not as extreme as Paul R's foul stench we'll wager

Previews p48

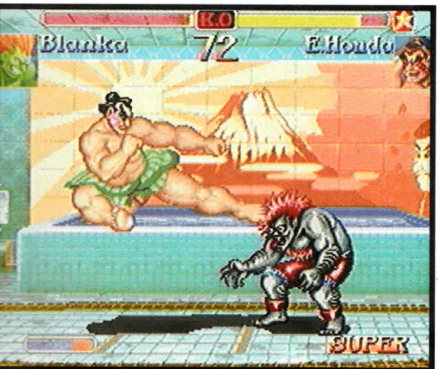
- Extreme Racing48
- Gloom Deluxe.....49



Star Crusader
Epic space strategy or a turgid rehash of a poor PC game? Find out on page 22



SWOS 95/96
Far be it from us to say that all this stuff should have been in anyway. But, you know...



SSFII Turbo
Is this the US Gold one or did we review that months ago? Oh no! Our heads have exploded!

Features

The Internet is Bland p35

Paul Roundell tries to convince everyone that he hates the Internet. Don't tell anyone, but he can very often be found on Surfers in the wee small hours. And don't let him ever tell you otherwise

Get a life! p66

Good stuff this month includes a funky hip hop jam session on CD and a top book by some funny Scottish bloke



Game Guides

Flight of the Amazon Queen p50

If you're into cross dressing then you probably wouldn't normally have time to play computer games, what with poncing around about town and everything. But you should make an exception in this case because a man gets to dress up as a woman in this game. Amiga Action is on hand to show you how best to apply the lipstick and eye shadow

Jurassic Park p54

Our resident no lifer Andy Sharp slaved for days over this guide to Ocean's ageing dinosaur adventure, but does anybody appreciate him for it? Well we certainly don't, but some of you might. You never know



Son of Boggit p60

Another rip roaring chapter to warm the cockles of your heart on a cold winter's night as Amiga Action's very own resident Indiana Jones sets out to tackle your adventuring problems. And there's a healthy splattering of gags thrown in as well, guaranteed to make your sides ache with laughter! He's a card that Son of Boggit. He really is!

Coverdisks p6

Disk 1

CHARLIE XMAS CHIMP '96

Loyal readers will remember our mate Chuck from last year, and will no doubt be aware just what a treat his coverdisked game was. He's back, and this time he's in FULL GAME, yes FULL GAME form. Colour the blocks, beat the traps and do various other stuff in this multi-level platformesque romperama. Arooni.



Disk 2

SUPER TENNIS CHAMPS

"The king of tennis games," we said of Audiogenic's latest sporting simulation, and we were right. But as always, don't take our word for it – we tend to lie about most stuff you know – check it out for yourselves. And what's more, check it out with a mate if you like, because it's a festival of one or two-player action using two of the chirpy characters from the game.



Oh good heavens yes!
As our one concession
to the festive season,
which is even now
disappearing without
so much as a trace of
good cheer, we have
for you a treat of
sorts. A festive treat
no less. It comes in
the form of a full
game and answers to
the name of Charlie
the Chimp '96. Not
perhaps the most
festive name we'll
agree, but at this time
of year the proof, as
they say, is in the
pudding. Er, well we'll
leave that, mentioning
only once more that
this is **A PROPER
FULL GAME AND
EVERYTHING** and that
you should buy the
magazine on the
strength of this alone.
Actually, no. Buy the
magazine on the
strength of both
coverdisks because
the second one
contains one of the
best demos you're
likely to come across
in a long time. It's
Super Tennis Champs!

Cover Disks

Super 1

Audiogenic

All Amigas with 1 meg

Slap Disk One into the drive, cursing the high heavens as you do. After a while a logo thang will appear, giving you the impression that all's set and raring to go. It isn't, and you'll have to wait a bit longer.

The next time the screen changes it will invite you to press fire to play, which, unless you have a particular interest in loading screens and nothing more, you should do.

This demo of Super Tennis Champs puts you into a tie break situation at the end of the third set to decide the match. And yes, before you tell us, we KNOW you can't decide a tennis match on a tie break in the final set, but this is how it works so you'll have to put up with it.

You won't mind though once the game begins, because it's an all-out treat. You can check out the players' profiles and faff around with the options, but a game is where it's at. One or two players can take part in a singles or doubles match: you'll always play Ayrton against Carlos, and in doubles they somehow clone themselves for a special twin match, but don't worry too much about that.

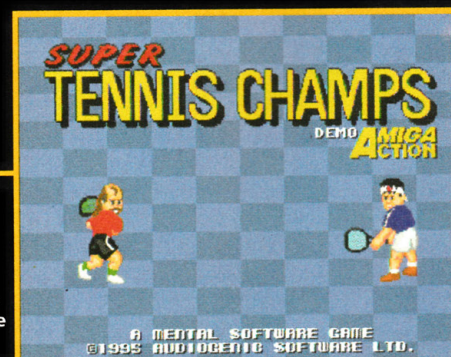
The court is hard indoor, and the idea – non-tennis fans – is to score seven points before your opponent, or, in the event of a close game where sevens come and go, win by two clear points.

Press fire to toss the ball up, and fire again to serve. Move the joystick left or right to manipulate the ball direction – the more severe your movement, the greater the angle of the ball.

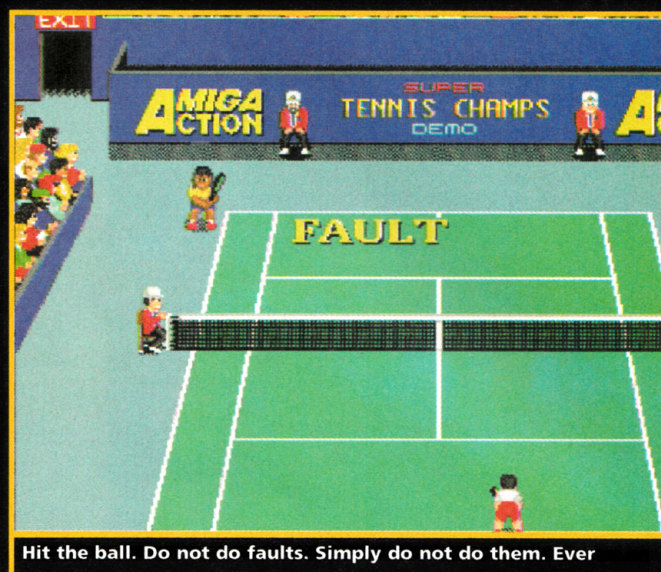
And that's it. The computer intelligence realises your proximity to the net and alters your shot type accordingly, and there'll be no mad Jerries to stab you in the back so you'll be okay in that department.

The full version is in the shops now, so buy it. Yes, that's right – buy it.

This is the title screen of our demo. We never used to have captions on these pages did we? They're rubbish...



Tennis Champs



Charlie The Chimp II '96

All Amigas with 1 meg

Charlie the Chimp went down a storm when we used a special Christmas demo on last year's March issue, or whichever hideously out of date mag it was included on, so this year we've gone one better and brought you the fully updated, fully Yuletided-up, FULL GAME. Of it.



Now before we go any further there's something you need to know, and it's this: Charlie the Chimp II, along with a number of other fine games (one of which you'll see for yourself next month), is created totally without fuss using the new Reality software construction kit which is exclusively available from BPM Promotions. Full details of this product – including from whom to buy it in order to allow you to create your very own games – can be gleaned from the text on the disk, and you'd be a fool not to read it.

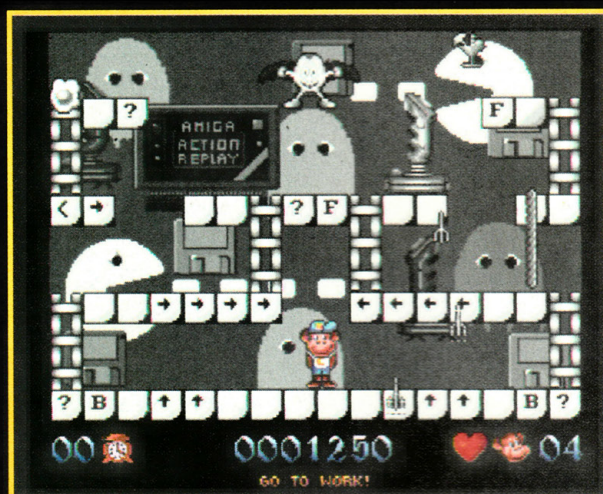
That said, and taking into account you've probably already slammed Disk Two into the drive, let us now say this: Press whichever F key you want in order to see a slideshow of more Reality games, get information on the game, or go straight into the game itself.

It's a platformer with a difference and smacks in a way of Amidar. But only in a very vague way. The controls with which you control Charlie himself are intuitive, and since we've already pointed out that full game information is contained on the disk, all that remains to be said is... ta-da.

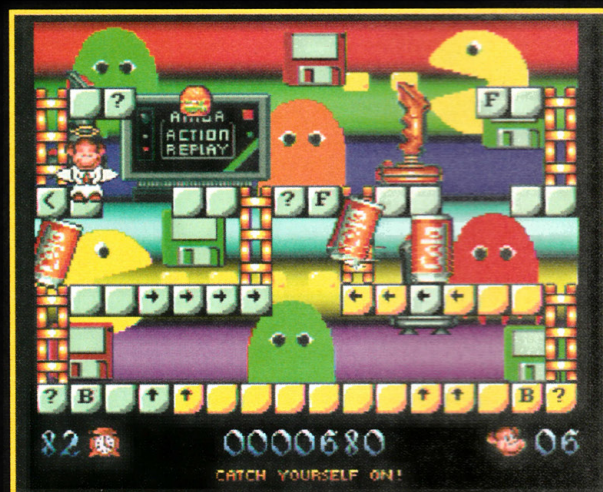
Duff Disks

Very occasionally the disks don't work, and we're sorry if that's the case. In the event of this you can contact our disk-like mates at:

TIB, TIB House, 11 Edwards Street, Bradford, West Yorkshire. Thank you.



This is Charlie. He's a Chimp. Chimperry chimperry choo



Go up the ladders. Go up them. Laddery daddery doo



Watch out for the worms. Watch out for them. Worms

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ESCOM EH? WHAT ON EARTH ARE THEY PLAYING

First word

So then, what have we here? Let's see. Well, it's the one you've been for it's Super Streetfighter II Turbo. On the CD32 no less. Sensible World of Soccer's had a bit of a face lift and then some and is back for your delectation. And then there's Hillsea Lido, a – oh hell yes – holiday resort simulator. Mix together with Star Crusader and Dungeon Master 2 lightly season with a footy compilation and a couple of previews and serve with a side dish of "hilarious" feature, and you have a tasty Christmas treat of a mag, we're sure you'll agree.

SPECIAL THANG FOR AMIGA

Cynical wretches that we are, Amiga Action had its doubts over Amiga Technologies' long term plans for the machine we love to loathe. However – and this doesn't happen often, oh hell no – it would seem that we have been proven wrong, because AT have all manner of plans for the old girl, or so they say.

Now we don't know what this means exactly, but a "Power Amiga" is on the way. Oh yes, and it

will have inside it a "RISC chip", or something. Which means that it will be all fast and stuff.

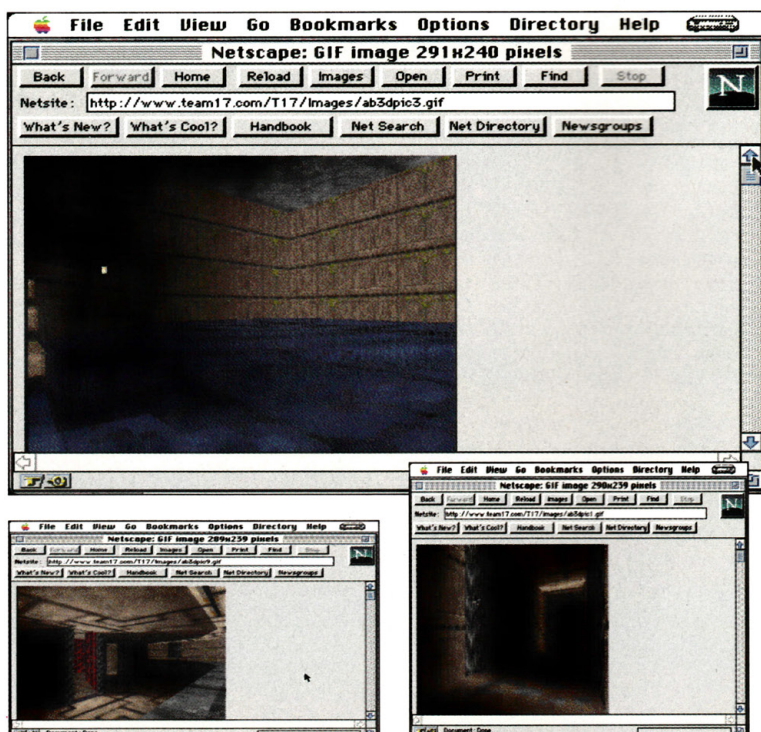
Yes, and not only that, but the A1200 – or the "good old A1200" as it is known here at Action Acres – is getting specialised up as well. It's true, it's gonna be coming with a built in CD drive. We don't know when this is meant to be coming off though, but rest assured as soon as one of the other Amiga magazines reports on it, we'll let you know.

AB3D2. OR SOMETHING

Team 17's apparent decision to do one from the Amiga scene after the release of Worms would seem to have been reversed because, well, because they're not doing one after all. At least not yet.

A special edition of Alien Breed 3D is not only on the way, but very close to completion, and should be in the shops around Christmas. Er, so that'd be now then. Andy Clitheroe, programmer of Alien Breed 3D, has spent his time since the completion of the project tinkering with his game engine and has come up with a few new treats for Breed aficionados. Glass objects and transparent textures make for a greater graphical treat, and more importantly as far as gameplay goes, you will now have the ability to look up and down a la Dark Forces and the like.

Tentatively titled Alien Breed 3D Special Edition, the as yet unpriced pack will come with several features designed to elongate your gaming enjoyment. A level editor effectively makes for infinite challenge, and the ability to design new aliens should appeal to those who want to go that little but further in their pursuit of video game heaven. For the true Monty Blandsters, the game will allow you not only to enter your own mission text, but – should you possess the talent – you can incorporate your own sound effects too. Maaaaaaaarvellous.



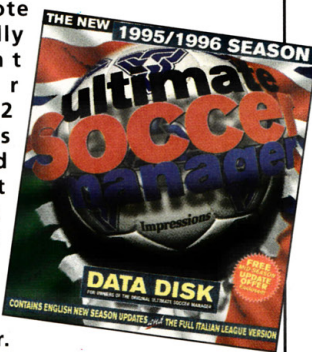
FAREWELL. THE ONE... PAGE 11 STUNNA

SIERRA SAYONARA

Just when you thought it was safe to, er, say, "Sierra isn't doing anything else on the Amiga," what should happen but, Sierra does something else on the Amiga. To appreciate its Amiga efforts though you'll have to own a copy of Ultimate Soccer Manager, because what it has for you is the intriguingly titled Ultimate Soccer Manager Upgrade. Basically containing updated stats for the 95/96 season, the add-on disk also incorporates an all new Italian league for those special no score draw moments. Also in are editable club names, variable starting cash and an improved fixture list to name but, well... three. It's available on AGA and rubbish old A500 formats too...

And the footy news doesn't end there. Gremlin is back with Zool Football. Nah, only joking, Premier Manager Deluxe is what it's working on, which will effectively be an upgrade of its previous PM efforts, and should be ready for review next month, provided we have enough space, because ooooooh - we're almost certain not to have.

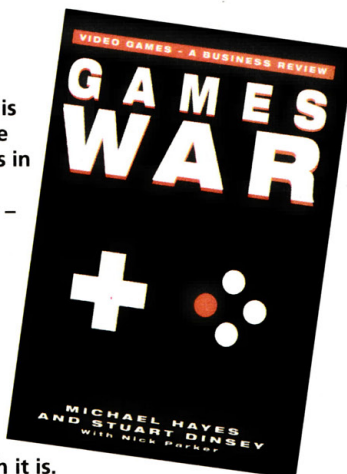
Anco too is getting in on the act, enlisting the help of ex-Arsenal manager George "Gimme" Graham to help promote its hopefully excellent Player Manager 2 Extra. This game should also be out round about now, but sadly we haven't had a look at this yet either.



WHAT IS IT GOOD FOR? HUR!

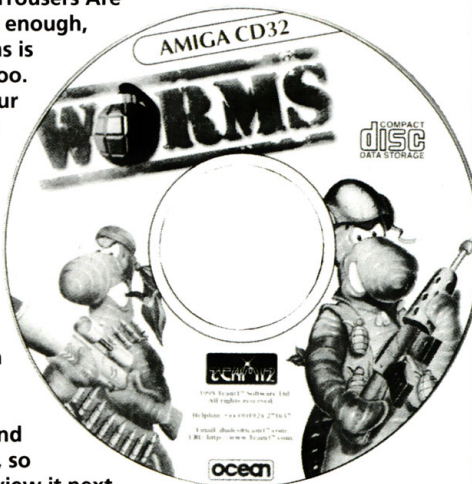
Games War is the title of this 150 page tome detailing the rise and rise of video games in the last decade. If you take your video games seriously - like, a sight more seriously than, say, us - then you might see fit to peruse it, covering as it does the "dynamics of the video games market", and enlivened as it is "with the most accurate and up to date graphs and tables".

Have a guess how much it is. What do you reckon? Go on, how much? TWENTY FIVE QUID! You could get, um, five issues of Amiga Action for that.



NO WAY!!

The CD32 revival is on. As if this month's Super Street Fighter Master Injection 4x4 Darth Vader Jeep Cherokee Bloody Hell My Trousers Are On Fire 2 wasn't enough, Team 17's Worms is available 2. Er, too. Unfortunately our CD32 got coffee spilled in it months ago and hasn't worked since, plus there's a lead missing, and we didn't like to bother Amiga Computing or Debbie from accounts' husband for use of theirs, so we'll have to review it next month if that's okay with you.



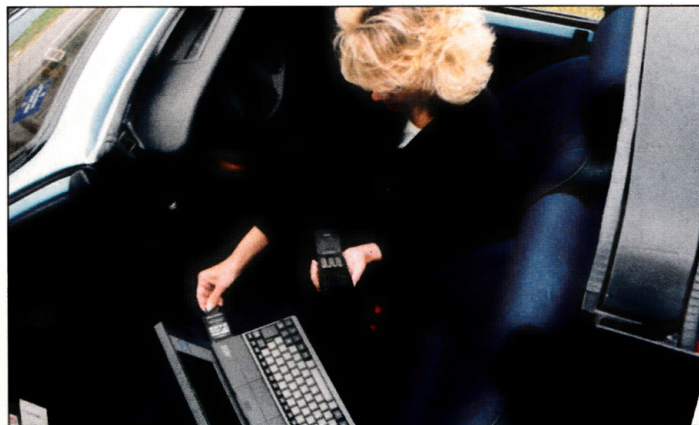
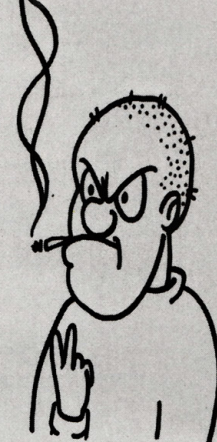
ENORMOUS GREAT SPACE-FILLING HEADLINE DOMINATES SECTION OF POPULAR

News just in suggests that Justin Fashanu was just in time to catch a train today

SLAGGING OFF PEOPLE WHO SLAGGED US OFF FIRST

Here we are again to dish the dirt on those who dished dirt first. This month it's the turn of the mysterious P. Brierley from Castleford - a reader whose letter was so profane we couldn't even edit it for publication. Here it comes, P... P. Brierley? P. Mum's-a-Prostitute more like.

CONTROV-MAN SAYS
"Kidnap babies,
and sell them to
Arabs.
Go on."



Shriek

NEWS BEAUTIES
Go on love,
shove it in

Charts



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DUNGEON MASTER 2



WORMS



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20	14	DUNGEON MASTER 2	INTERPLAY	£29.99	RPG

★ = RE-ENTRY

★ = NEW ENTRY

Action reviews ▶

This bit fills a gap, but it really doesn't warrant perusal because you know the drill by now



Every game in Amiga Action is given the mark we feel it deserves. Computer games are entertainment, and we mark all of

the games largely on the enjoyment factor they are likely to provide. Sound, graphics, originality and gameplay are all scrutinised by us, your friendly know it alls. Price rarely enters into the equation, although a particularly expensive game (or



the opposite) may be looked upon in a slightly different light. Basically, it all equates to value for money. A picture of the hardware the

game is created for is shown on every review, and unless it is an enhanced or specific version, the machine will be an A600 (which also covers the A500).

We know you aren't daft (most of you) and leave you to interpret the mark for yourself.



If the game plays significantly differently on another Amiga machine, we'll tell you in a differences box, and if it doesn't

we'll save ourselves the trouble and not bother. Make sense?



Super Street Fighter II Turbo p14

Yet another incarnation of the classic. Next month: Special Street Fighter 2 16v injection 4x4. It's true!

Hillsea Lido p18

Vulcan Software swoops like a mythical bird back into the Amiga fray with its – oh yes indeed – holiday resort simulator



Dungeon Master p26

You've read the reviews in other magazines, now, er, read ours. Because we've reviewed it as well now. Oh good heavens yes



SWOS 95/96 p20

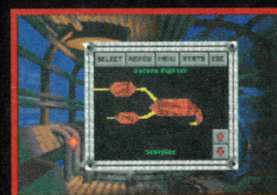
New data, international management (honest!) and yes! – even a new purplish background. And some other stuff that we've probably forgot to mention. It's all here



Plus...

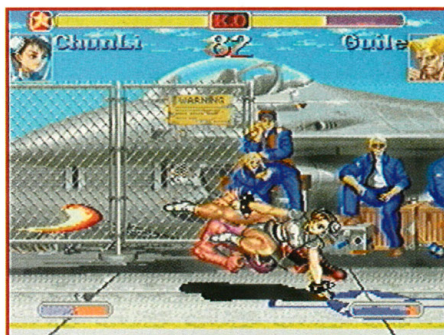
Star Crusader p22

Soccer Stars '96 p40

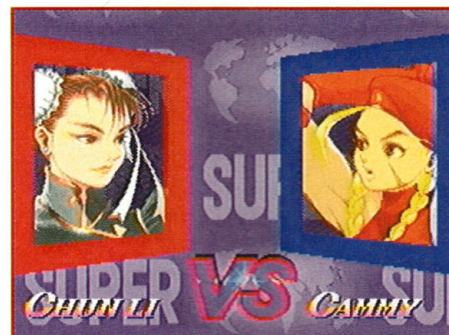


ACTION REVIEW

BEAT 'EM - UP



Chun Li shows the cocky Guile exactly what sort of a threat she can be



The fighters have the all important face-off before each bout begins

Fighting is something that deep down everybody wishes they were good at. Not that you'd use your skills in an incorrect and unjust manner of course, just for protection you see. You can't be too careful these days, and only a fool would ignore a little street-wise advice. For example, if you're popping out for a bit, simply take a sharp or heavy weapon with you, and if trouble ensues, wave said item around for a bit. If that fails, use it. Unless of course you happen to be taking a stroll with one of those Street Fighting honchos. Then you can send in the Street Fighter to do your dirty work, because after all, they're the best of the best and have been scrapping for years. They're dead hard.

The history of Street Fighter dates back to the dawn

of man, and is way too lengthy to go into great detail over here. But throughout the years, it's been THE game to have for your console. In case you weren't already aware.

With the game of the movie of the game recently being released on other formats, Street Fighter 2 is still big business in every sense of the word. And here it is, finally gracing the CD32.

All of the usual characters are here, from Chun Li and Blanka to M. Bison and Zangief. Each of the 16 fighters is an "individual" in that they have different fighting strengths and speed. What Chun Li has in the speed department she lacks in attacking force, whereas Zangief may be a frighteningly slow fighter but he has a punch to die for, or from for that matter.

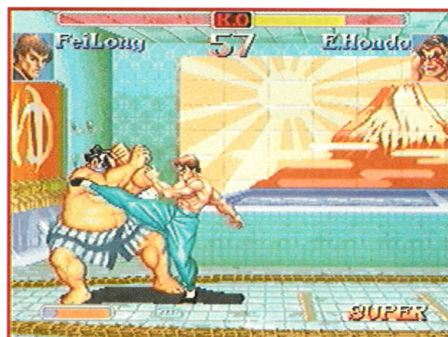
As you would expect of a Street Fighter game, the graphics are bright and clearly defined, from the combatants right down to the background detail.

Super Street Fight

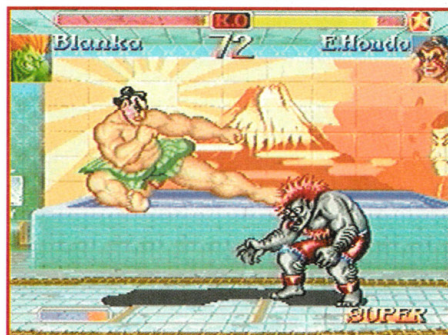
The Street Fighter series has been souped-up, turboed-up and made all shiny for the CD32. **ANDY SHARP** lets slip a small gasp of surprise

SUPER STREET FIGHTER II TURBO

ter 2 Turbo

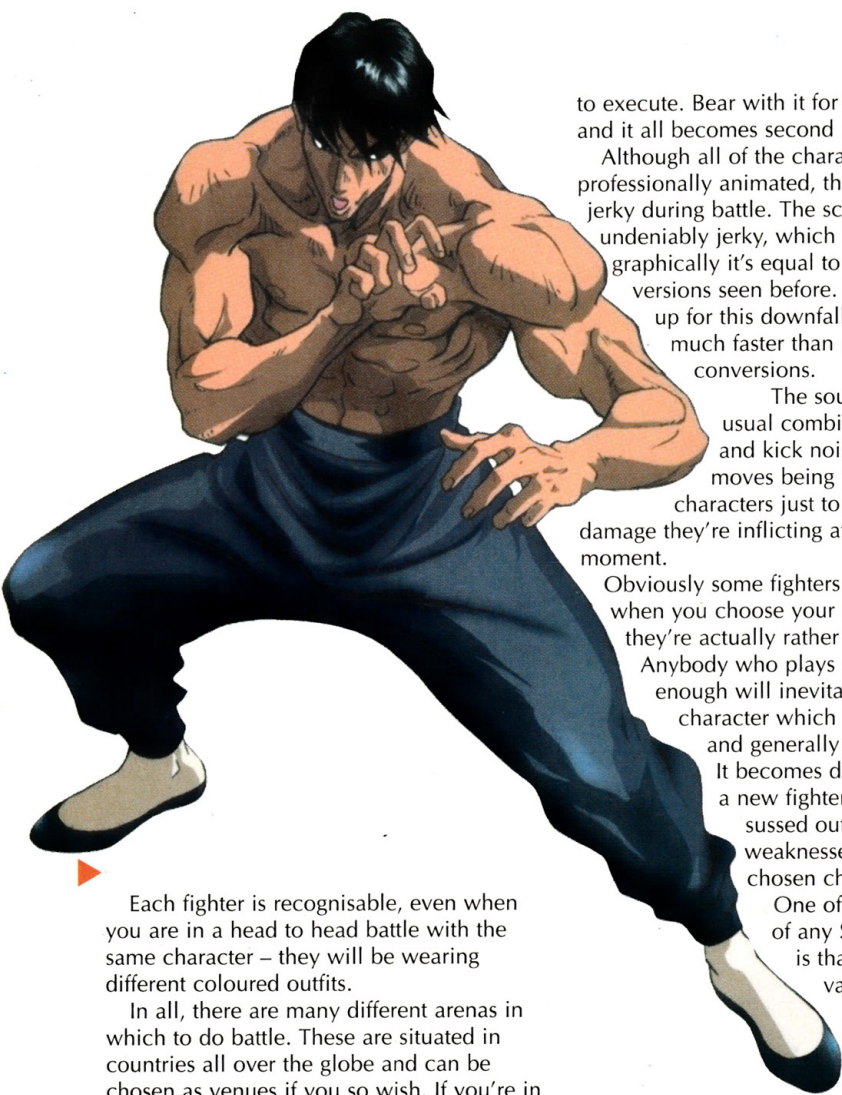


Lip up fatty. Come on, defend yourself or die you great big slob!



That's more like it; Blanka feels the wrath of Honda. That should teach him a lesson





Each fighter is recognisable, even when you are in a head to head battle with the same character – they will be wearing different coloured outfits.

In all, there are many different arenas in which to do battle. These are situated in countries all over the globe and can be chosen as venues if you so wish. If you're in a single-player battle you will have to take on the other 15 characters separately in their home arena. You have no say as to where you end up fighting next.

As with every other SF game, it's far more enjoyable as a two-player contest. Beat'em-ups simply don't have that killer punch, so to speak, when a one-player game is chosen. Switch to a two-player game however and the contest suddenly becomes almost as important as breathing.

The special moves will cause more damage than your average punch or kick, so it's a good idea to practise these early on to assist you in tougher bouts. Unfortunately this is where Super Street Fighter trips up slightly, as the moves are incredibly difficult

to execute. Bear with it for a while though and it all becomes second nature.

Although all of the characters are professionally animated, they are incredibly jerky during battle. The scrolling too is undeniably jerky, which is a shame as graphically it's equal to the console versions seen before. SSF2 Turbo makes up for this downfall however, as it is much faster than previous Amiga conversions.

The sound effects are the usual combination of punch and kick noises, with special moves being yelled out by the characters just to rub in how much damage they're inflicting at that particular moment.

Obviously some fighters are best left alone when you choose your character, as they're actually rather terrible to use.

Anybody who plays this for long enough will inevitably find the character which suits them best and generally stick to that one. It becomes difficult to adapt to a new fighter once you've sussed out the strengths and weaknesses of your own chosen character.

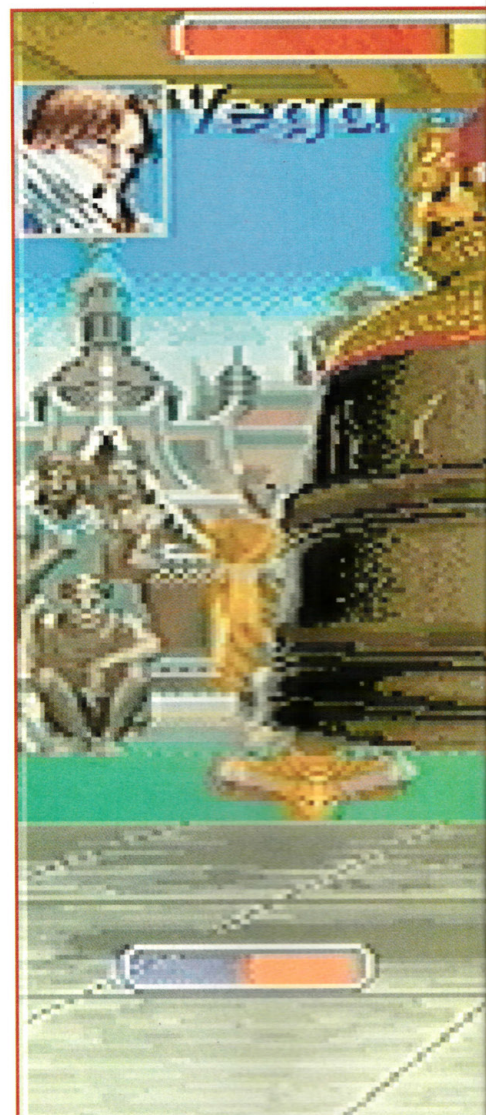
One of the best aspects of any Street Fighter game is that the characters vary in many ways and you have to learn for yourself exactly which moves work

against which fighter at what time. Er, if that makes any sense.

As with any beat'em-up, SSF2 Turbo has great longevity due to the fact that you can switch characters. You can suss one out and then try another before reverting to your favourite fighter.

Another good addition in this version is that you may change any player's fighting strength before a bout to either increase or decrease your chances of being successful. This also makes for a much longer challenge as you work your way through the 12 difficulty levels contained.

Basically, when all is said and done, this is as honest a conversion of Super Street Fighter 2 Turbo as you're likely to see, and if

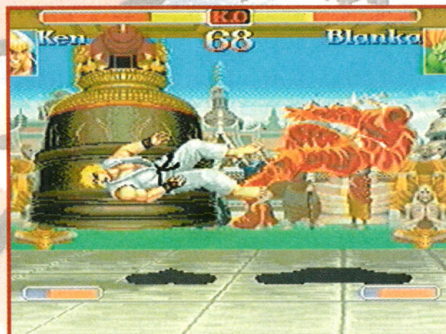


Vega is one of the very quick and very deadly characters. Master his moves and you could be unbeatable

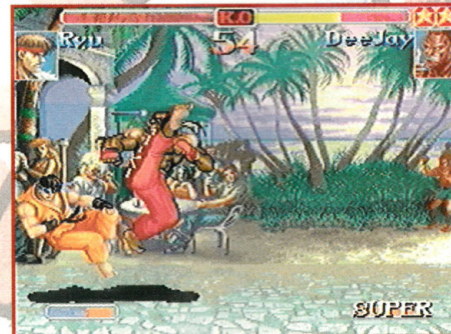
you've played it on another format then you'll know exactly what's in store for you in this version – albeit not quite as smooth in the scrolling department as you'd like. This is the one factor which fails to live up to the high standards set by the other console versions, except the Mega Drive release, which was truly dreadful.



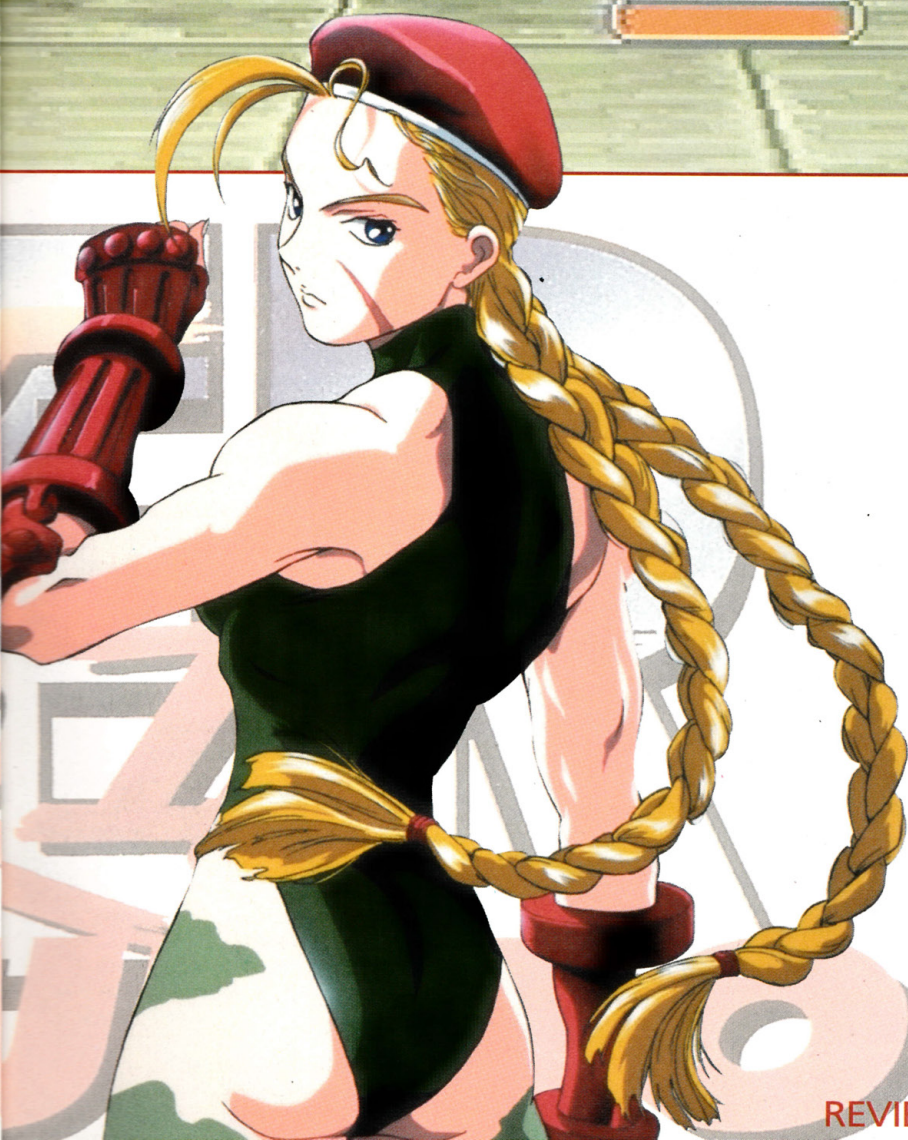
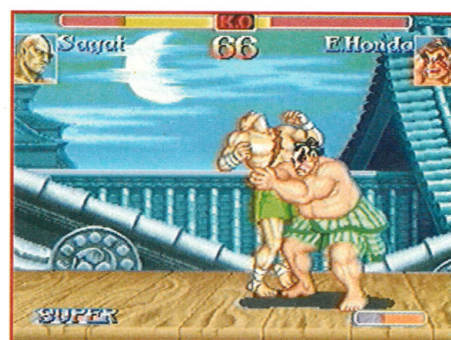
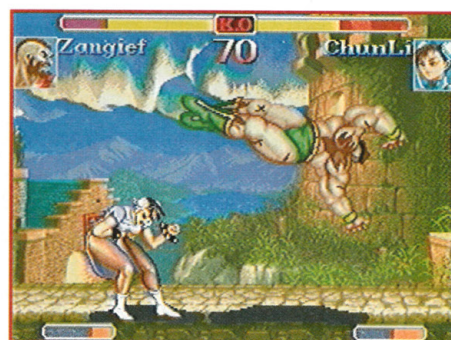
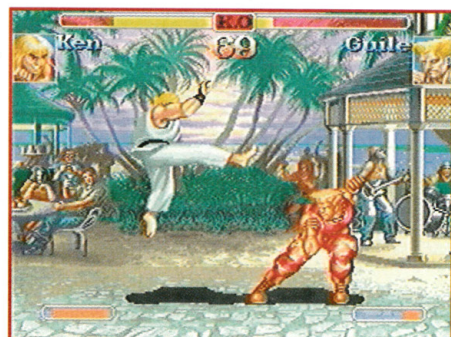
Chun Li launches one of the simplest special moves to perform



See the damage a special move can inflict on the average Street Fighter



Ryu has just taken the pummeling of a lifetime at the hands (and feet) of DeeJay



THE LOW-DOWN

PUBLISHER GameTek
CONTACT 01753 553445
HD INSTALLABLE N/A
PRICE £29.99

GRAPHICS	87%
SOUND	76%
PLAYABILITY	74%
DIFFICULTY	Variable

I detest reviewing beat'em-ups, as they're the sort of games you either love or hate. I personally found this all rather turgid, whereas others couldn't get enough. Having played SSF2T on other machines I found this to be lacking in some departments, but all in all it's much the same.

REVIEWED BY ANDY

OVERALL SCORE

85%

ACTION REVIEW

STRATEGY

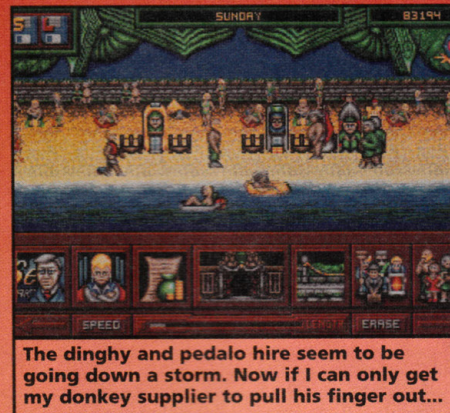


Hillsea Lido

With the summer now just a distant memory, we could do with something to cheer us up on these gloomy winter evenings. **STEVE McNALLY** is proud to announce that Vulcan Software, the Amiga's very own ray of sunshine, has provided the answer

Only this morning I was reading the Official Amiga Action Top Twenty Games of 1994 and wondering how on earth we were going to come up with twenty games to fill it this year. I noticed that both Valhalla and Valhalla: Before the War were included in 1994's 'Hit parade', and my first thought was that I'd cocked up big time. Surely the original Valhalla came out about 10 years ago? But no, a quick

flick through the back issues confirmed that, yes, Vulcan did manage to get both games out in a year. An amazing achievement made all the more impressive when you consider that the Vulcan Software operation consists of two people. Graphics, music, programming, storyline, box artwork, marketing, manuals, and probably even disk duplication is all handled by the talented duo from Portsmouth.



Since then they've delighted us with Timekeepers and tempted us with a Hillsea Lido demo which was still remarkably good fun to play despite having virtually no features in it at all. It's that game that concerns us here, because the second Mini Series game is complete and reviewable.

It's been a remarkable two years since Vulcan was formed, and if Hillsea Lido is anything to go by, it's going to continue to go from strength to strength.

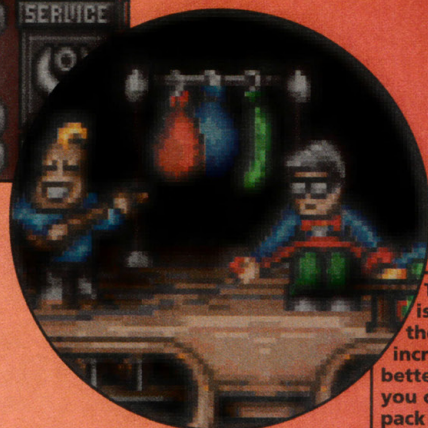
£12.99 is the asking price for Hillsea Lido, and considering the amount of playing time you're going to get out of it, this represents astounding value for money. Billed as 'a seaside management simulator', you'd be forgiven for thinking that it was a poor man's Theme Park, but in actuality this is quite a way from the truth. It's more of a Blackpool Golden Mile than a Pleasure Beach simulator, as you have to use your business skills and sense of fun to make your stretch of promenade the best around. In this way you will draw in the punters, and hopefully even win awards which bring financial bonuses with them.

Holidaymakers are a pretty fickle bunch though, and if you don't keep them happy at all times they'll be off like a shot down to Morecambe or wherever without a single thought for your own personal well being. Run out of ice cream at your authentic Italian stall and the knotted hanky brigade won't be very happy!

Incidentally, just to skew off on a wild tangent for a second, if you're one of the people who took advantage of one of our Vulcan reader offers, or returned a registration card from either Timekeepers or one of the Valhalla games, then there's a good chance that you (yes you!), could actually be in the game. All of the holidaymakers have been given names which came from Vulcan's product user database, so, as they say on the Lottery, it could be you. And in this case, the odds are somewhat more in your favour.

Anyway, as I was saying, managing a successful resort is very much a juggling act. You have to provide new attractions whilst keeping your old ones stocked up and ready to provide an eager public with unhealthy food products and Kiss Me Quick hats aplenty. If you strip away the glossy exterior, Hillsea Lido is admittedly a fairly basic numbers game, but there's such a sense of fun and achievement involved in playing that you don't care all that much.





The Magician is just one of the five increasingly better acts that you can hire to pack out the hall at the end of your promenade

One of the highlights comes from booking an act to appear at the End of the Pier Show on a Sunday evening. These range from a standard old biddies' Bingo Night hosted by the charismatic Jeff, to moonwalking superstar Michael 'Jickson'.

Obviously you're going to have to be more successful if you're going to hire internationally famous superstars, so for a while you're going to have to make do with the ever-so ropery Bingo Night and The Juggling Jimbos to raise your revenue. Who cares though? The tourists seem to love it, and the pier theatre always seems to be packed out on a Sunday night no matter who you have on.

When all's said and done, I had as much, if not more fun playing Hillsea Lido than I have done with any Amiga game for a long time. It's not technologically advanced by any means, but in terms of all-out fun and enjoyment, you'd have to hunt pretty hard to find something anywhere near as good as this for such a low, low price.

Michael Jickson pulls in a huge crowd, but strangely there aren't many kids



Ice cream stalls and beach ball shops are just some of the things you should have on your prom



THE LOW-DOWN

PUBLISHER Vulcan
CONTACT 01705 670269
HD INSTALLABLE Yes
PRICE £12.99

GRAPHICS 81%
SOUND 80%
PLAYABILITY 89%
DIFFICULTY Tricky

Vulcan seems to have a knack of producing games that people want to play, and it has triumphed again with Hillsea Lido. Totally inoffensive in every way, this is a game that everyone should be able to get into almost straight away, even if they struggled to play Theme Park. At £12.99 you won't find better value for money than this. Anywhere.

REVIEWED BY STEVE

OVERALL SCORE

87%

ACTION REVIEW

SPORTS SIM



AMIGA 1200

SWOS 1995/96

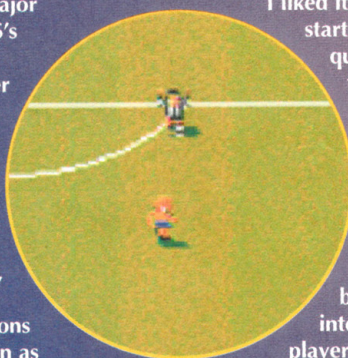
It came, it saw, it conquered. Then it came again, and conquered once more. And after a while, in conquering fashion, it came again. And that wasn't the end of it etc etc...



Surprisingly, Sensible World of Soccer came under fire from certain quarters. Or perhaps it isn't so surprising when you take certain things into consideration. The national manager's job, which was hyped as a fairly major feature in the run-up to SWOS's release, wasn't present, and it came to light that certain other 'bugs' made their presence known at various points during play.

Here at Amiga Action we gave it 95%. Hey, we like videogames and we especially like Sensible Soccer, but if you think we're playing through a dozen or more seasons in an attempt to gain a position as national manager then you're obviously off your chump. No offence, but there's a job to be done. And chats to be had. And stuff to download off the Internet [Even though later Paul will claim that it's hideously bland – Albert Hindsight].

And if you think we're, er, going to spot some bugs, then you're obviously wrong about that too. We stand by our score. Er...



Right! So what about that national manager feature? Well, it's in now, along with – in our special 'for important people only' version, at least – a cheat to implement it. Which I did. I managed England and everything, and I liked it. A season of friendlies

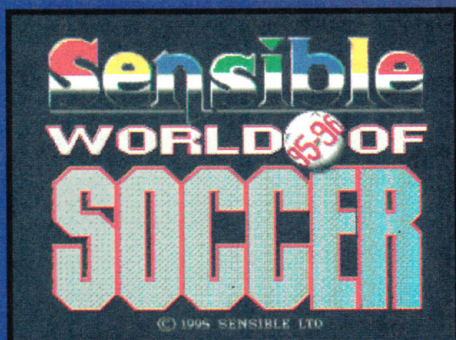
started the affair, followed by qualification for some tournament or other which I stood no chance of winning. Not unless I made a few changes, anyway. Which – pip pip! – I did, cos that's what it's all about.

It's not easy though, because you have to take into account all the English players who ply their trade abroad and stuff like that. Okay, so most of them will operate in the Premiership, but... well, I'm obviously finding it difficult to come to terms with. Which isn't to say it's not a reamer, because it certainly is, but it's tricky, that's all. Tricky and good. Yes. Oop, nearly forgot – with selection for internationals in mind you can watch any game you like and highlight whichever player or players you wish by means of a flashing thang above their heads. This way you'll be more able to keep tabs on 'em and decide whether they're worth a place or not.

England isn't the only international team of course, and every nation represented by a league in the game also has a side. You're more likely to be offered charge of some countries than others – you might get put in charge of the Taffies, they're dirt.

"O-ho!" you might be thinking to yourself. "He had a cheat for the national

management did he? Very convenient for not playing the game properly, that is. Oh yes. O-ho!" You might be thinking that, but you'd be wrong. No, you would! The thing is, I am the consummate professional, and as such take it upon myself to inspect every product that passes through my hands in minute detail. Which, coupled with the fact that the cheat for England manager couldn't be activated until the second season, means that I had to play the thing whether I liked it or not. So I've got loads more stuff to tell you! Read on...



TRAINING

OLDHAM ATHLETIC A	V	OLDHAM ATHLETIC B
PAUL GERRARD		JON HALLNORTH
CHRIS HAYON		PETER HILLIAMS
CRAIG FLEMING		IAN HINDASS
RICHARD JOHNSON		NEIL HARKNESS
NEIL PONTON		IAN FLO
GUNNAR HALL		JUSTIN O'SHEA
NICK HENRY		BRIAN HUNNALL
HARK BRENNAN		PAUL CROFT
LEE RICHARDSON		IAN SHODIN
IAN OLNEY		DARREN BECKFORD
SEAN MCCARTHY		PETER HOULT
NICKY BRANGER		LEE HARKNESS
STEVE REDMOND		SAVO ARMENTI

If you want to take the thing to fanatical lengths you can arrange a practice match against your reserve side

JOB OFFERS

- 1 INTERNATIONAL JOB OFFER FROM GHANA
- 2 INTERNATIONAL JOB OFFER FROM PARAGUAY
- 3 JOB OFFER FROM MEXICO NITHRAHN
- 4 INTERNATIONAL JOB OFFER FROM AUSTRALIA

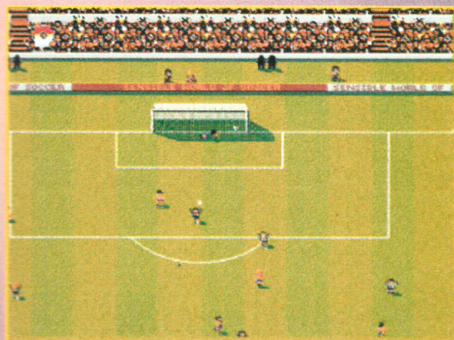
I'm gutted. I was so desperate to manage Mexico as well. I'd certainly be able to tell them all apart, the moustache-masters

M. HARKNESS	OLDHAM ATHLETIC	1995/96 SEASON
LEAGUE CUP	OLDHAM ATHLETIC 0 - 1 SUNDERLAND	
DIVISION ONE (A)	OLDHAM ATHLETIC 1 - 5 IPSWICH TOWN	
CUP ROUND 3	OLDHAM ATHLETIC V IPSWICH TOWN	
DIVISION ONE (H)	OLDHAM ATHLETIC V HATFORD	
LEAGUE CUP Q/F REPLAY	OLDHAM ATHLETIC V SHEFFIELD UNITED	
DIVISION ONE (A)	OLDHAM ATHLETIC V SHEFFIELD UNITED	
TRANSFERS	PLAY MATCH	NEXT MATCH
JOB OFFERS	SQUAD	VIEW COMPETITORS
CLUB BUSINESS	EXIT	VIEW WORLD

It's the screenshot you've all been waiting for, the Oldham Vs Ipswich FA Cup 3rd round screen. Enjoy!

For purposes of friendly matches and the international scene, or your own custom leagues, the players' values have been replaced with a starring system, immediately making you aware of who are the best performers. In Season and Career modes, the values are left as they were, rising or plummeting (complaints were afoot that they didn't do too much of that in the previous version) according to the form of the team and player.

Also! Also, you now have a reserve team of sorts, from which you can promote players as the need arises. Once they have enough first team games under their belt



they'll be awarded a proper place, along with a value, which is more prone to change than those of the established first teamers.

By way of getting in some practice you can actually play against your own reserve side, again, if you wish, highlighting any players of particular interest. Don't expect a good reception though, because the crowds tend to give these kind of games a miss.

During a normal game however, the crowd is now animated to a certain extent, and the advertising hoardings flip round like they do for real at the better football grounds in this country. Details... all details, but everything needs to be mentioned, because let's face it, Sensible Soccer has appeared in so many different rehashed forms that it's these minute details which affect the buying decision. Usually.

Time Warner is keen to stress that SWOS 95/96 is more than just a data disk containing updated player information, (though by Sensible's own admission the state of affairs in such as the Ghanaian second division may be a few months old), because this version contains some key playability changes which can, if you let them, slightly alter the way you play.

We now have the aftertouch pass. I must admit that I can't quite get my head round pulling it off (wahey!), but you can work out for yourselves what it means. Theoretically it's applied in much the same way as an aftertouch shot, allowing the controlling player greater flexibility in picking out his men on the field.

On passing the ball, a swift centring of the joystick will cause the man for whom the

pass is intended to cease any forward run he may be making, and wait to collect the ball. Again, greater control over play. And remember those diving headers which were difficult to carry out

16 NORWICH CITY
15 WOLVERHAMPTON
14 SHEFFIELD UNITED
13 BIRMINGHAM CITY
12 PORTSMOUTH
11 IPSWICH TOWN
10 LEICESTER CITY
9 READING
8 TRANMERE ROVERS
7 HUDDERSFIELD
6 CRYSTAL PALACE
5 MILLWALL
4 GRIMSEY TOWN
3 STOKE CITY
2 LUTON TOWN
1 WEST BROMWICH
0 BARNSELEY
-1 HATFORD

THE LOW-DOWN

PUBLISHER Time Warner
CONTACT 0171 242 4300
HD INSTALLABLE Yes
PRICE £24.99

GRAPHICS	84%
SOUND	90%
PLAYABILITY	92%
DIFFICULTY	Thang

SWOS was Sensi with bells and whistles, though on closer inspection a couple of the whistles were missing and one of the bells was cracked. It's been patched up, put to rights, and the previous promises have now been fulfilled. Gameplay and detail remain great, and you'll probably all buy it.

REVIEWED BY PAUL

SECOND OPINION

Paradoxically we all seem to be rather busy on AA these days, and consequently Andy is the only other person to have had a look at SWOS 95/96. And he's off today.

OPINION BY NOT ANDY

OVERALL SCORE

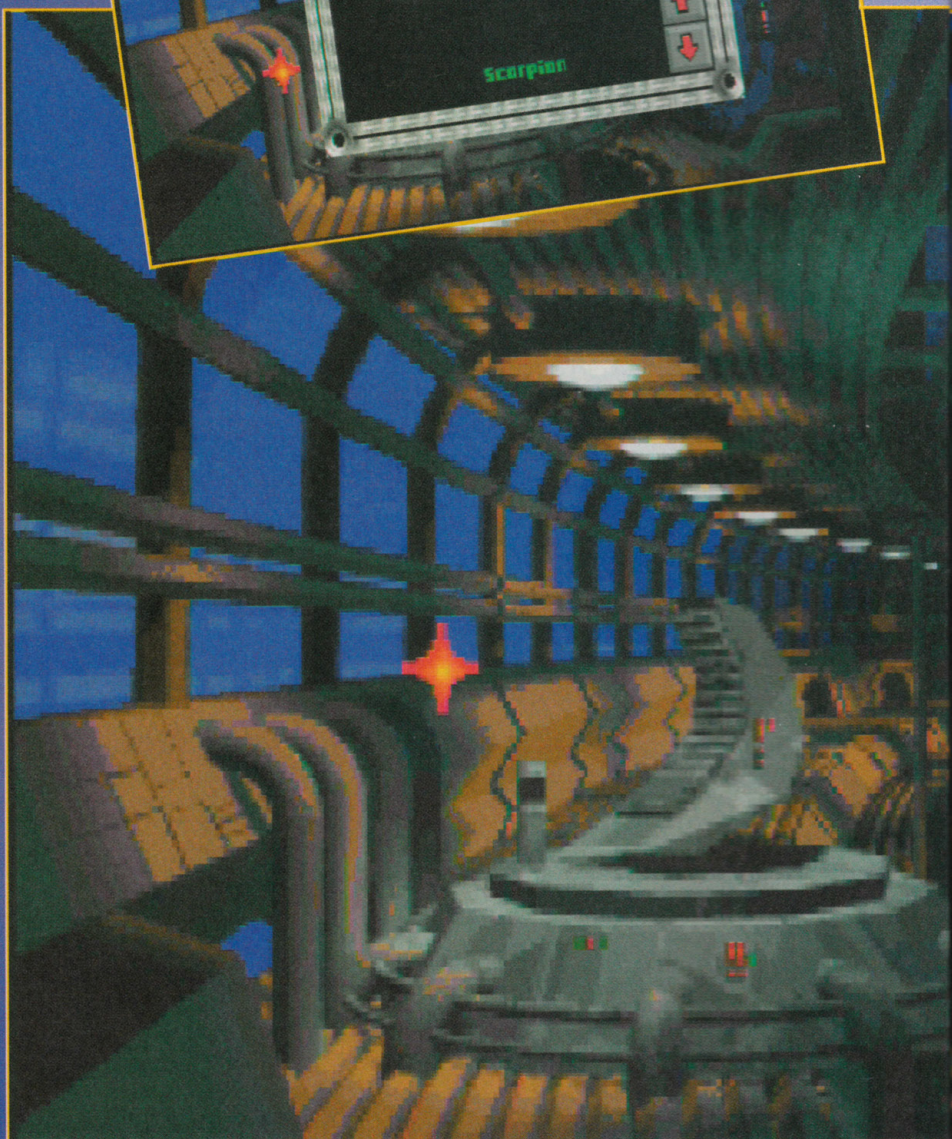
90%

ACTION REVIEW

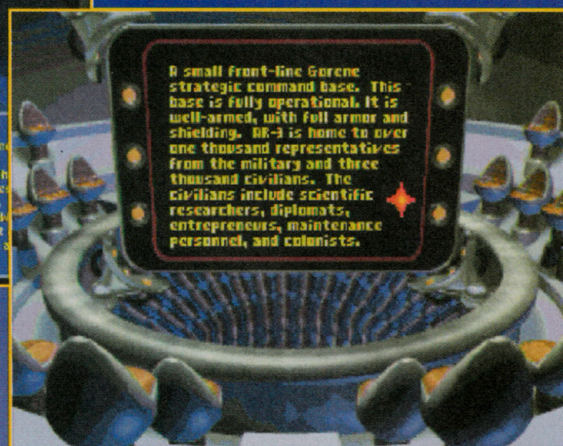
ARCADE STRATEGY



Gametek has stood firmly by the side of the Amiga during all its recent trials and tribulations, and as a result has seen its reputation and stature as a publisher grow. **STEVE McNALLY**, a man of dubious nature and little stature, checks out Gametek's latest release



Star Crusade



der

Okay, it's a spacey strategy action type game. I know that's not very exciting in most people's eyes, but if you're prepared to spend some time with *Star Crusader*, it does turn out to be a rewarding experience of the highest order. Trust me.

I'm sure that many people's first impressions of this game will be negative in the extreme. Mine were, but that was probably down to me not reading the instructions properly. To get full enjoyment out of the game I had to force myself to turn the machine off, then read the instructions thoroughly. And what do you know? Then it all started to fall into place. *Star Crusader* is an in-depth game, and it is rare these days that I'm gripped by an Amiga product as much as this.

You play a character called Roman Alexandria, a high ranking pilot for the Gorenese, the most powerful and advanced race in the known universe. The Gorenese empire – much like the British and Roman empires in our own history – continually expanded its influences throughout the universe, spreading its laws and methods to every race it managed to conquer.

It's not for us to debate the rights and wrongs of forcing a belief on another race, but the Gorenese firmly believe that because the majority of the peoples they have conquered are less sophisticated than they are, that justifies their belief that they are entitled to be the liberators and educators of the entire universe.

Anyway, what basically happens is, whenever a new alien race is discovered in a newly explored region, the Gorenese Empire swallows it up and expands yet further. Some of the races are in awe of the Gorenese and are immediately submissive to them, but other, more strong willed people, accuse them of trespassing and reject their influences. As a result, vast regions of space have become bloody battlefields and brutal wars have cost countless thousands of lives.

Amazingly, the Gorenese have never yet lost a territory they've conquered, mainly thanks to their advanced weaponry, technology and strategic prowess. All that

could be about to change though. A new area of space – The Ascalon Rift – has been discovered, and a number of the aliens that inhabit the area have formed a pact and vowed to drive the Gorenese out. As the story unfolds, the five races of the rift (The Tancred, The Zemuns, The Mazumas, The Amiens and The Nuubians) have joined together in an uneasy alliance with the single goal of fighting off the Gorenese presence in the region. Encountering some of the most troublesome resistance they've seen, the Gorenese are digging in and have decided to construct an enormous base and battle station on the outskirts of the rift, and, even closer to the conflict, three smaller bases to command their strategic operation.

As Roman Alexandria you are a pilot in Gold Squadron and have been given three months to drive the opposing forces back and force their surrender. As soon as the big base is constructed and manned, the Gorenese will easily have enough power to take the region by force, but the drawback is that it will take six months to complete, and that's most definitely time that cannot be wasted – not if the Gorenese are to keep their unbeaten record intact.

This means that for the first time the Gorenese are the underdogs. With limited resources, pilots, ships and weapons at your disposal, and Tactical Officer Blois Fulcher at your side, you begin the game as one of the crusaders seeking to fly the flag of the Gorenese Empire in the heart of the hostile Ascalon Rift.

The conflict disturbs you, and during a respite from the battle, Roman has the opportunity to step back, evaluate what has happened, and decide, based purely on moral grounds, who is right and wrong. You have the choice of staying with the Gorenese Empire and conquering the Ascalon Rift, or you can decide to join the alien alliance and help them drive the Gorenese away.

This freedom of choice is something that has rarely been seen in computer games in the past, and these days, anything new seems to come as a bit of a shock. That's not all though. How many games can you say you've played where it's not essential to

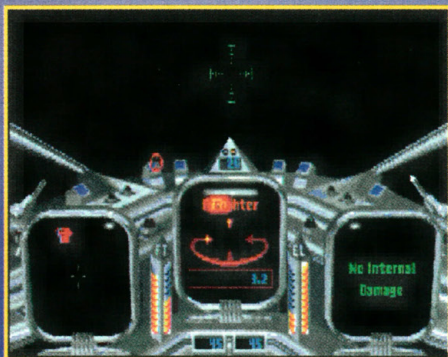
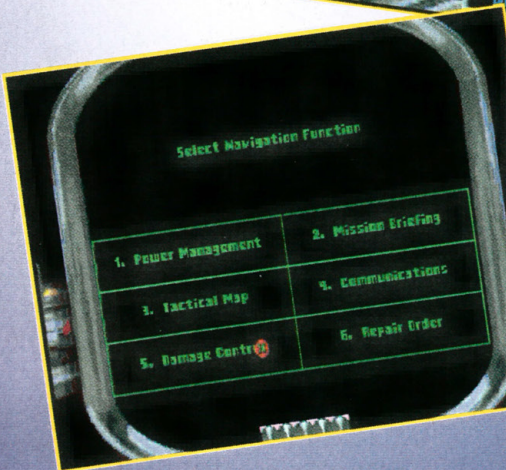


▶ successfully complete every mission you undertake? Star Crusader has over one hundred individual missions (104 to be precise), and to see them all you're going to have to accept some pretty heavy defeats squarely on the chin.

As the game progresses, a sort of storyline skews off at a different tangent depending on whether you're successful or defeated in certain key missions. This adds to the game's lastability because, should you manage to finish it – which in itself is a long, long way from being easy – you are able to go back and play the game again. In fact, it's true to say that some of the game's most exciting and difficult missions follow a defeat, so although it's always wise to save your game in case things don't go your way, you shouldn't be too quick to restore your previous game should you fail.

The space flight combat system – essentially the backbone of the game – is surprisingly easy to get to grips with, and alarmingly simple to lose yourself in, as indeed is the whole game. If you've ever played a point and click graphic adventure you'll have no problem finding your way around the games intermittent sections, during which the story advances in a similar way to the Wing Commander series.

Star Crusader is undoubtedly the best of its type since Origin's classic of a couple of years ago, although there's been little in the way of competition for quite some time. Fans of this genre are in for a treat should they choose to spend their money on this. Gametek has kept up a consistently high quality schedule of releases during this last six months, and definitely deserves credit for sticking with the Amiga through the good times as well as the bad.



THE LOW-DOWN

PUBLISHER GameTek
CONTACT 01753 553445
HD INSTALLABLE Yes
PRICE £29.99

GRAPHICS	89%
SOUND	80%
PLAYABILITY	91%
DIFFICULTY	Variable

I didn't much fancy Star Crusader, and on first look it seemed as if my fears were going to be confirmed. But it did grab me, albeit after quite a while. Once you become engrossed in the storyline this is the type of game that just insists you play it to a conclusion. There's real long term appeal.

REVIEWED BY STEVE

OVERALL SCORE

90%

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treat and give an exclusive review of the PlayStation version. All that plus Sega Rally, Virtua Fighter 2, Off World Interceptor, Lone Soldier, Defcon 5, Tekken 2, Yoshi's Island complete guide, and, blimey, a free Lone Soldier poster! On sale December 22. Don't miss out!

GamePro

ACTION REVIEW

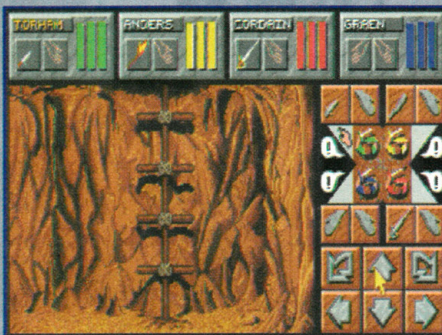
ROLE PLAYING GAME



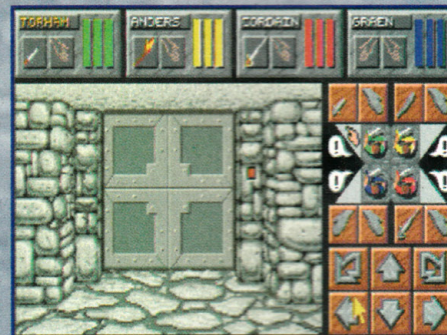
A1200



Choose your travelling companions from the Hall of Champions



I wonder if this ladder leads up to another, totally different level



Look familiar? Well if you've played the original Dungeon Master it will

Three years ago the release of a sequel to Dungeon Master would have sent the Amiga gaming world into throes of ecstasy. However, in this depleted day and age, it's slithered onto the shelves with barely a whimper. As far as I can see, this is for two obvious reasons. One is the state of the Amiga market at the moment, and the other is the fact that it's pretty much identical to the first Dungeon Master game.

You have to wonder why it's taken something like seven years for FTL to come up with this, I mean, the programmers have hardly taken advantage of any technological advances, so what was to stop them releasing this one in the late eighties as well?

Actually, I may be being a little hard on DM2 there because, when all's said and done, it's still great fun to play. It says on the back of the box that it's the king of all

dungeon games, and I would find it difficult to dispute that. You can always use the argument that there's no need to change a winning formula and that seems to be the approach that Interplay and FTL have taken here. And they would seem to have been vindicated, because immediately upon release it has soared to the top of the charts.

Fortunately, DM2: The Legend of Skullkeep is not set exclusively in a dungeon. The vast majority of it is, but you will also need to venture up to the storm ravaged villages that lie above if you are to complete the quest, a task which I haven't come anywhere near achieving.

There's a lengthy story in the manual to set the scene, and even if you're familiar with the game mechanics you should still have a read through of it just to set the scene and learn about the game's few new features.

Your quest is to activate a device called the Zo Link, a task that will be long and dangerous, as the game contains many diversions, red herrings and complexities to confuse and bewilder all but the most astute adventurer. I would have thought that completing the whole game will take dozens of hours, many of which will be spent hopelessly stuck, wandering around aimlessly until that sudden spark of inspiration hits you from nowhere and you suddenly realise that the answer has been staring you in the face all along.

One thing that you always need to remember is what your main objective is, and that is to reactivate the Zo Link, go through the portal created, and destroy the evil that lurks on the other side. Along the way, as you travel through the realm, stopping off at cities and solving puzzles, the

Remember Dungeon Master? The game that changed the face of Amiga gaming? STEVE McNALLY does, and he's here to check out the sequel

Dungeon Master 2



Scrolls often contain useful information, as this one here might...



See what I mean. What could be more useful than that?



Scary monsters lurk around every corner in DM2, in fact, in pretty much the same way as they did in the first game

dark forces will try and throw you off the scent constantly with false leads and clues designed solely to delay your progress. The successful/talented adventurer will be able to sift through and pick out the relevant stuff, whereas the unsuccessful/stupid will spend most of their time engaged in fruitless quests and wandering down dead ends.

It's this sort of thoughtful gameplay that almost lets you forgive Dungeon Master II for its dated feel. Almost, but not quite.

Why have we been made to wait so long for something which is almost identical to what has gone before? Although there are some differences and general improvements to the gameplay, there is certainly nowhere near seven or eight year's worth, and it's not like FTL has been rocketing out three or four other games a year, is it?

When all's said and done, Dungeon Master II is probably just about worth the

high asking price, if only because it's going to last you so long. Unless you get bored with it you're almost guaranteed to get great value for money. Plus it's a tried and tested formula, so you're going to know whether you're going to like it even before you buy.

I can't really bring myself to give it a hearty thumbs up, but then it not bad enough to deserve a thumbs down either. So I suppose I'll just have to give a thumbs sideways. Or something.

THE LOW-DOWN

PUBLISHER Interplay
CONTACT 01235 821666
HD INSTALLABLE Yes
PRICE £34.99

GRAPHICS	80%
SOUND	88%
PLAYABILITY	83%
DIFFICULTY	Tricky

Disappointment? Total let down? I don't know. I'm sure fans will love it, but I never really liked the original all that much, and was hoping for some radical changes to draw me to it. As it is, we have more of the same from over half a decade ago, and I confess to feeling just a little bit cheated.

REVIEWED BY STEVE

OVERALL SCORE

85%

FORCE SOFTWARE

Amiga Hardware & Software Suppliers

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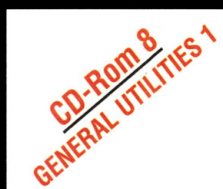
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All Terrain Racing	Dawn Patrol	Over Lord	Tubular Worlds
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Benefactor	Heimdall 2	Robinson's Requiem	Whizz
Bloodnet	Ishar 3	Ruff 'n' Tumble	Wild Cup Soccer
Bubblegun	Jungle Strike	Sensible World of Soccer	X-It
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PD

Andy Sharp just about gets off his fat back

Blitz

17 Bit Software

The idea in Blitz is very simple indeed. You must bomb every skyscraper from your rather puny biplane to allow you to land safely and unhindered by any debris.

Your bombs are unlimited but can only be dropped individually once they've reached their final destination. Obviously some of the buildings will be far taller than the rest. These will need to be taken out early as your plane goes from left to right across the screen gradually losing altitude.

A building will be destroyed in a block by block fashion, so it's not a case of drop a bomb and the whole



BLITZ: Play Blitz and see New York in all its glory. This game's graphics are so realistic they'll make your eyes burst

thing crashes to the ground to make way for you.

Once the area has been completely cleared of buildings, your plane will land safely, only to be whisked off to another city which will inevitably need levelling to make way for your own safe airstrip.

Each city you attempt to clear will be gradually more difficult, and you'll be offered a password each time for continuation purposes.

Graphically it's very basic, and the gameplay is also incredibly simple. This is the reason that it doesn't hold your attention for too long. There's simplicity and then there's Blitz.

A Matter Of Time

17 Bit Software

A rather confusing adventure which features the odd picture and reams of text. This is fine if you've got enough spare time to plough through it all.

To be fair it's more than a little strange from the off, and it will take a bit of time to suss exactly where to go and what to do. It's one of those kind of games unfortunately.

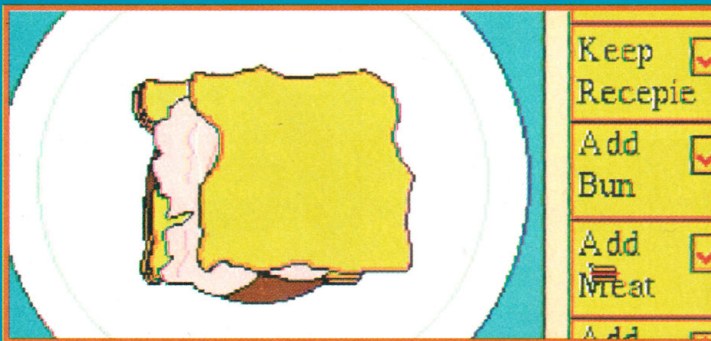
There is plenty of swapping from disk to disk, although it can be installed on a hard drive to save you all of this bother.

Your basic mission is to travel back 75 million years in your time machine, although you'll soon discover that the machine won't take you to where you expect, and things need to be sorted out from here.

One of the machine's designers has done one on the day his bitter rival on the project is murdered.

Coincidence? He's disappeared in time and now his machine has returned empty. Where has he gone? You must do your utmost to find out.

Game of the month



Burger Bar

17 Bit Software

If you've ever fancied owning your very own burger emporium, here's your chance to do so without the financial risk. Taking its influence from the excellent-but-never-released-on-the-Amiga Pizza Tycoon, it's unashamedly simple and addictive.

You must choose exactly how many people to seat at how many tables, employ the staff to do your dirty work, and most important of all, you must design your burgers. These can be your standard slab of beef on a bun, or if you're feeling pretty adventurous you can build the largest gut-busting burger you're ever likely to encounter.

Your managerial knowledge is the overall key to success or failure. Your staff can only do so much, so it's important to employ the correct number of employees to cope with the job in hand. The health authorities will keep a check so you'll need to have enough staff available to do the cleaning and keep the restaurant sparkling clean.

You will be kept up to date with all the relevant profit and loss information, and be left with all of the decisions which arise as a result. Your eventual goal is to become the most successful burgermeister in the world. Are you the person to cope with this job?



A MATTER OF TIME: Phwoaaarr! What a treat you are. How was Battersea?

Blitris

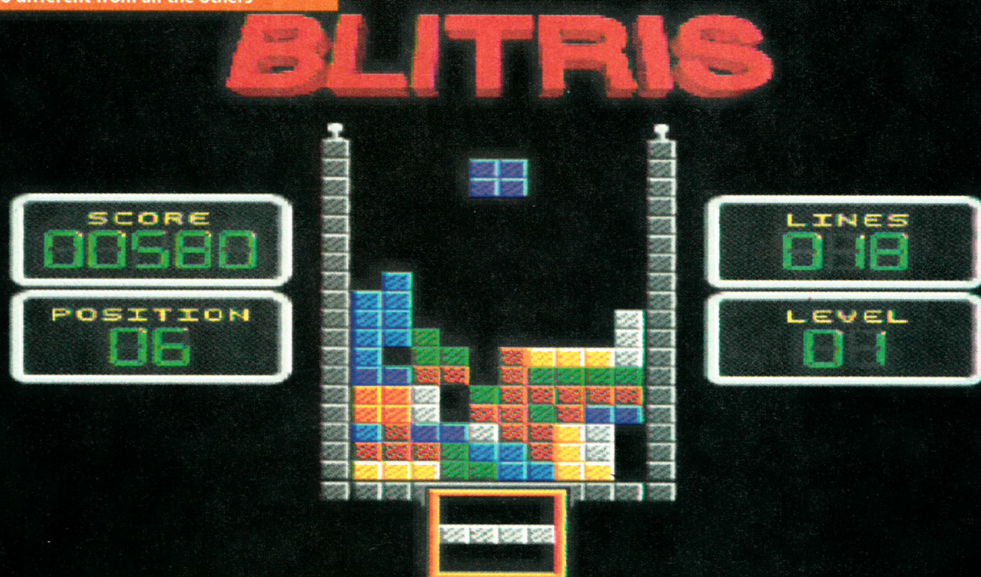
17 Bit Software

Not so much Blitris as Tetris, with this being the latest attempt at bringing

Public Domain

kside to cobble the PD pages together

BLITRIS: Yes, it's one of those Tetris clones again, and oooohhhh it's so different from all the others



the old handheld favourite onto the Amiga. It's a fairly honest conversion, with the blocks being exactly the same shapes and sizes as they are in the classic game.

Of course the main difference is that the shapes are all in colour and there's a different screen display. Other than that it's your basic complete-lines-to-gain-points-to change-levels-as-it-speeds-up-to-a-finger-bursting-climax'em-up.

It's also simple to play, and if you haven't succumbed to the strange attraction of Tetris before, this is well worth a dabble or two.

The Ultimate Manager

17 Bit Software

Hooray! Another footy management game! And what do you know? This is actually much more complete than some of the commercial releases we've seen recently.

Most of the teams in The Ultimate Manager are nowhere near up to date, but you can't have everything.

Obviously you must decide on a team to manage and then attempt to take them to the top.

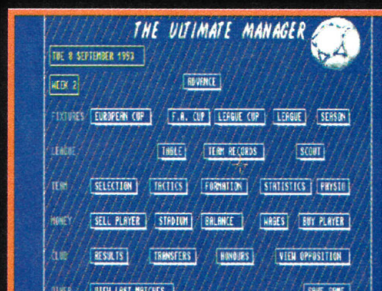
There are plenty of options open to you in terms of team selection, formation and of course training. How well you cope with all of this is entirely down to your cunning or luck.

There are some flaws in the programming. In the European Cup, one sudden death game actually went on for five hours! That's FIVE hours! What on Earth is going on there?

It will also become apparent that every game you're involved in will be an all-out goal fest, whereas all other games in the league will be boring low scoring affairs. It's like playing in a league of Arsenals.

On the plus side it's simple to play, although it does become a little tedious as you never actually get to see a footballer in action at any stage.

All you see are the league's teams by name and the goals as they're scored. Very interesting stuff indeed.



THE ULTIMATE MANAGER: Get the fake tan and big jewellery out. You are the boss

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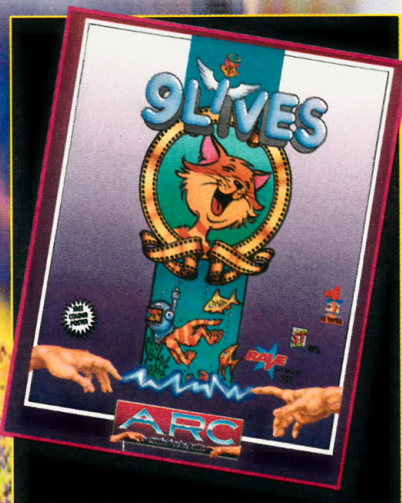
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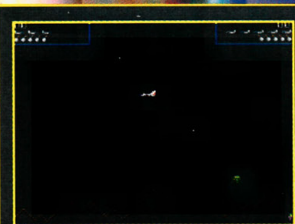
9 Lives

Try to save Claudette
Cat, your sweetheart,
from the evil scientists



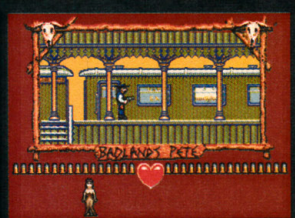
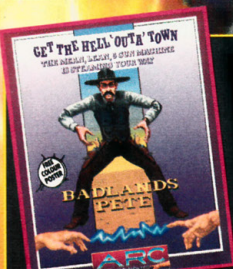
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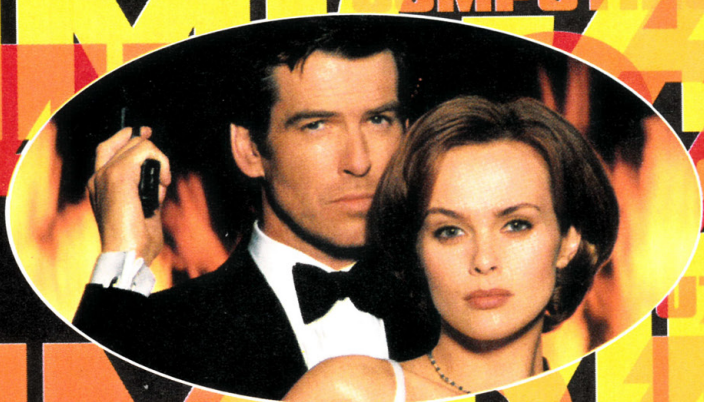
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Lightwave 4 finally hits the Amiga. Does it measure up to the competition?

Cinema 4D

The newest kid on the 3D block. Can it match Lightwave's much-lauded abilities?

A4000T

Amiga Technologies great white hope is finally available. Is it the best thing since sliced bread or an overpriced, underpowered PC alternative?

Final Calc

Softwood's spreadsheet looks to blow the alternatives away. With features like automatic recalcs and animated graphs how can it fail?

Goldeneye

We go behind the scenes of the latest James Bond film and find out how the Amiga was intricately involved with the production of this hit movie

Canon BJC 610

Top quality, inexpensive colour printing is finally within everyone's reach with the release of this new inkjet from Canon.

Beginner's guide

Steve White continues his series for those of you who got A1200s for Christmas

With a packed games section containing reviews of Worms, Hillsea Lido, Dungeon Master 2 and ace Doom clone Breathless and our usual informative Amiga Guide section, February's Amiga Computing is an issue you can't miss!



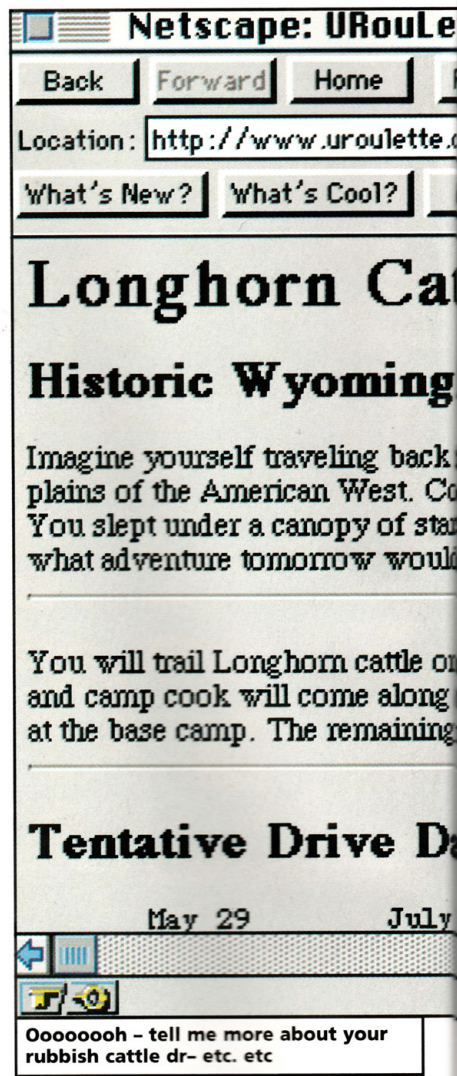
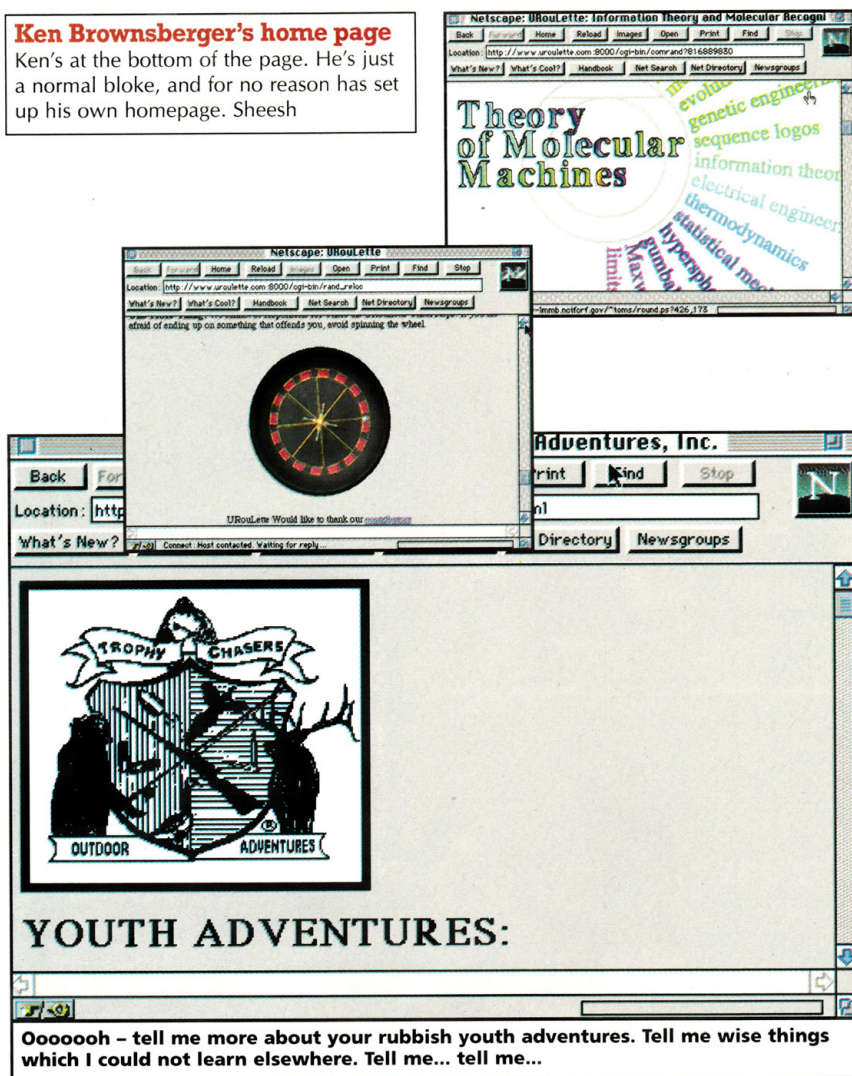


Good old The Internet', it's certainly the best

With the technological revolution in full swing, with modems screeching and phone lines groaning under the weight of all that cyber-communication, the time has come for Amiga Action to take a step back and ask the question: This Internet business – is it just us, or is it really bland? Paul Roundell, fresh out of deerstalkers, sleuths like mad in a plastic sun visor

►
Action feature

Ken Brownsberger's home page
Ken's at the bottom of the page. He's just a normal bloke, and for no reason has set up his own homepage. Sheesh



They say, 'There's nowt as queer as folk'. They say, 'A bird in the hand is worth two in the bush'. And recently, the omnipresent and ever wise 'they' have also been saying that the Internet is the communication medium of the future; that it will revolutionise the way we think, act, and talk; that it will replace the television, washing machine, and electric potato peeler in our homes; that it is, in short, great. Or, if you will, tremendous.

Now in the opinion of this humble organ (woohoo!), one of these statements isn't true. A bird in the hand is indeed of particular value in comparison to double the amount of bush-dwelling flying vertebrates, and folk are most certainly unchallenged in their queerness. Which therefore leaves the matter of the Internet and its questionable tremendousity.

Like, what does it do? Readers, we're going to find out...

WHERE SHALL WE GO?

The Internet boasts millions of so-called 'sites' - absolutely millions of them - and this in itself is slightly indicative of the blandness that must surely lie within. Because let's face it, when you discount football, beer and rutting like a beast, the world is not a very interesting place. So what the hell do these sites contain? Well, the fairest way of looking at the delights of the Internet is by means of random selection, and guess what? Yes, someone

has been good enough to provide us with a site randomiser. Good heavens. Right, here I go - clicking on my little random chum. Where oh where will I end up...?

● Now here we are at what must surely be one of the most popular pages on the - hey, let's say it - 'Web'. Yes, it's your favourite

and mine, it's the **Theory of Molecular Machines** page, a saucy looking site with a sparkling sphere of proffered information, and a host more options to boot. Will I launch myself full tilt into the **Molecular Machines** option? Will I leaf eagerly through a few **On-line Papers**? Or will I skip with gay abandon into the information festival

Ken Brownsberger's Home Page

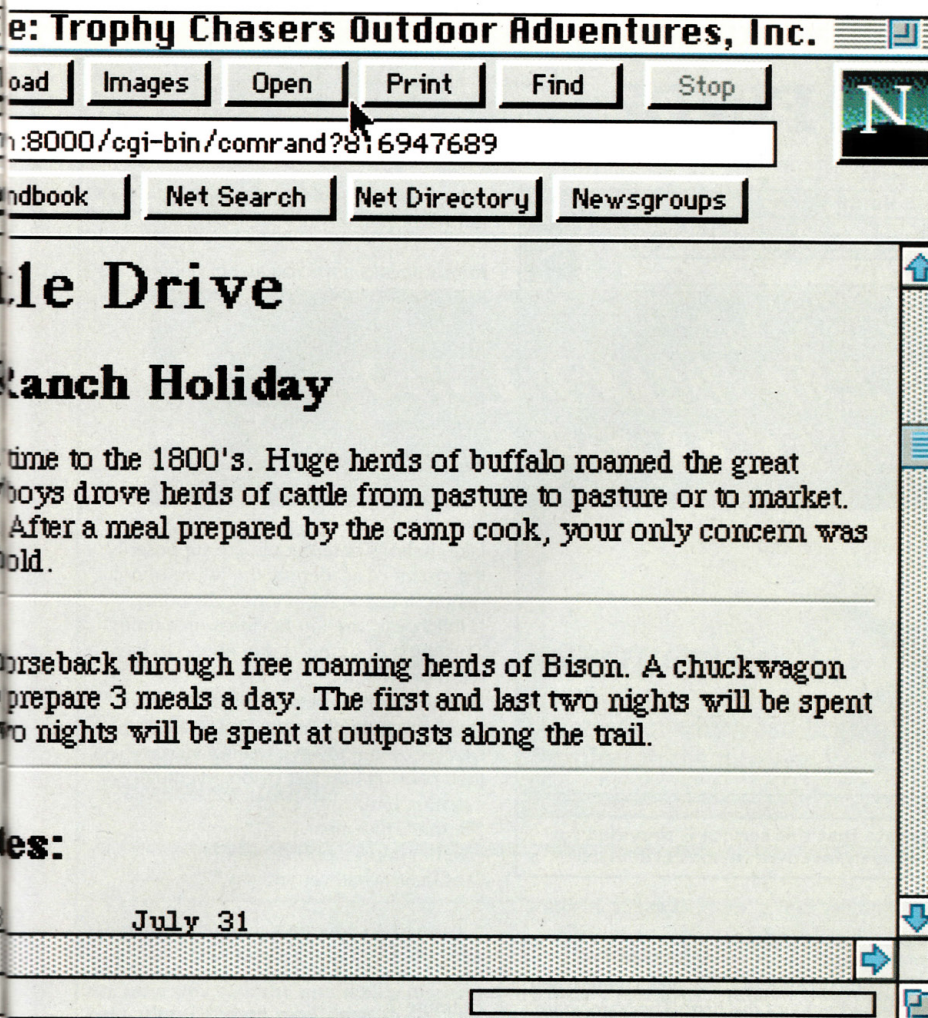


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Phone: (303) 492-3610
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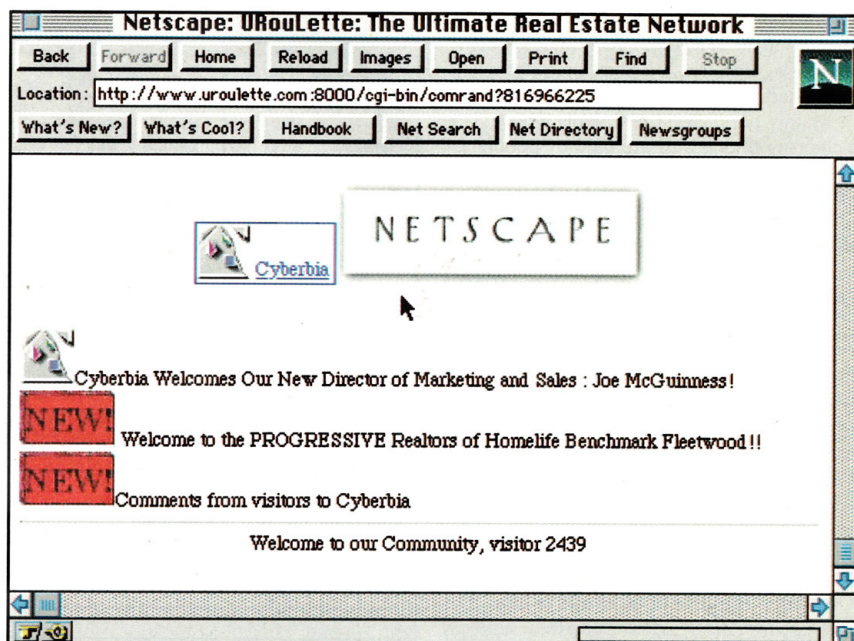
Here's Ken. He's got nothing to say and nothing to offer, except perhaps a challenge for a barber, but does that stop him having a page? Hell no! We need more like him



that is **Biological Information Theory & Chowder Society**? It's Molecular Machines for me, so here I click once more, and, after a breathless wait, am offered more choices of a surely almost illegally tempting nature: Reviews of **Machine/Channel Capacity** and the **Molecular Machines Reference List** are

but two. Will I check them out, or will I rip out my own tongue using second-hand hairdressing equipment? Look out tongue – here come the rusty crimping shears!

● Another click, another breathless wait, and then it's action stations ahoy as we arrive at the – heaven help us all –



Longhorn Cattle Drive page.

"Imagine yourself travelling back in time to the 1800's," the text generously invites us. "Huge herds of buffalo roamed the great plains of the American west," it continues by way of explanation. "Cowboys drove herds of cattle from ranch to ranch or to market," we are informed, in another annoyingly short sentence.

Lovely. That's great. I have every intention of parting with \$1495 for six days ('five nights', the text elaborates) in a dull American state wherein I, "...will trail longhorn cattle on horseback through free-roaming herds of bison." Super! That's just my thing, and how fortunate that I should stumble across such an opportunity on the Internet, for I would never have dreamed of consulting a travel agent over such a matter, oh good lordy no. Here we go again to the...

● **Ultimate Real Estate Network of British Columbia!** Oh, there can surely be no finer place than this, especially since this month we are, apparently, welcoming a new director of marketing and sales in the form of none other than Joe McGuinness. Heart a-pound and knees a-tremble I learn that this cyberhaven which I now inhabit is an unparalleled guide to the BC property scene.

Well, when a site is as tempting as this, what can one do but delve deeper? So it is with the utmost excitement that I now make the choice between **Properties For Sale** and **Properties to Rent**.

Rashly I choose the buyable option and quiver with pleasure as another list promises me the names of realtors. But no! More options, and I need to choose between agents and companies. Okay then, companies it is... finally I will be privy to the intricacies of the property market of a sparsely populated wasteland 5000 miles away, and I can hardly wait.

The host is contacted... we're waiting for a reply... here it comes... wait for it!... **Site Under Construction!**

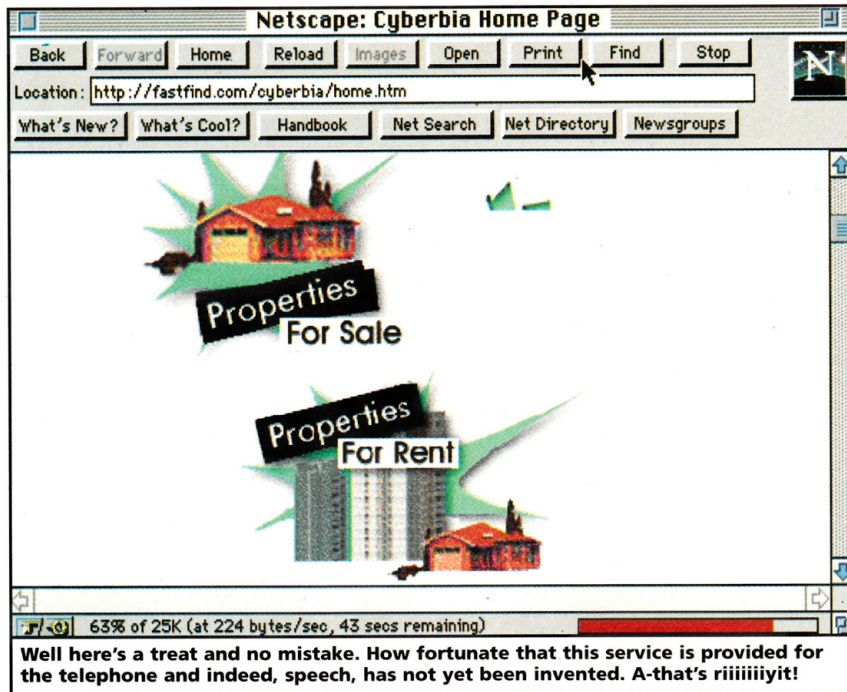
Er, I'm sorry? Having spent several minutes and – were I not at work and therefore wasting someone else's money instead of my own – an untold amount of money on the phonecall, I now learn that my craving for purchasable property knowledge must be sated elsewhere, because the bloody page is only half finished! What could possibly be finer? Click to...

● **Surah 69 – The Reality...** which appears to be the 52 commandments of devil worship. Lovely. Click to...

● **Videomedia...** designed, it claims, to help people effectively use computer and video equipment together for professional animation. Smashing. Click to...

● **East Coast Nordic**, complete with a picture of some snow and details of what seems to be the amateur cycling calendar for winter '95 in New England. Spookily useless readers, and remember, there are millions of places like this. Now turn the page and prepare to be outraged further at the place we like to call the Futilenet.

WHAT SHALL WE FIND?



Believe the cyber-preachers and your head will be full of notions that the Internet is the learning tool of tomorrow. But we say this: No! It isn't! And anyone who says otherwise is the utter tool of today. Okay, you're doing a sociology project (Look, it's the only subject I still own a text book on, alright?) and you need to write an essay on, let's say, the caste system. Do you look at a few books – spend a few seconds flicking to the relevant chapters before scribbling away – or do you (in this modern era of global technology) 'log on' to the 'Net'? Let's compare and contrast.

Traditional Method – 'Books'

Start the clock! Right, here's a pile of five sociological text books (er, well the aforementioned one, plus three Stephen Kings and an Arthur Hailey actually, but bear with it...), and I don't know which is the best source of information. (Of course I do really, but my props are limited, so let's assume a generous time of 30 seconds per book scanning the chapter listings for relevant pieces).

Two mins 30 secs elapsed and I have the book I need. Now, if I could just... grunt... yes! – managed it. I turn to the relevant chapter. So that's another five seconds gone and here I am at the good old castes. Stop the clock!

Time taken: 2:35 mins.

Cyber Method – 'Cyber'

Right, here's a computer and all the right software. Generously, I'm already 'logged on', and have a 'search engine' in my bookmarks, which is to say I can simply type in 'caste' and be away and searching. So here we go. Start the clock!

'Caste system'... wait... wait... something happening... here it comes... caste! 430 mentions of 'caste' and 22000 odd mentions of 'system'. The first 10 are listed, so let's check out the first: 'The Varnasrama Social System' – wherein it outlines caste system divisions according to qualification.

Click on that... here we go... and there it is, all the information. Stop the clock! Time taken: 1:05 mins. Ah. Er, you should probably ignore this. Um, move along now. (Damn!)

WITH WHOM SHALL WE SPEAK?

Now this really is sad. Quite aside from all its other useless features, the Internet is used by millions daily as a means of casual communication through geekhouses known as Talkers, and this is where the hideously bland sadness truly runs deep.

Mainly populated by students whose university phone bills are paid by people like myself, a Talker is a page of text on your computer with scrolling real-time conversations carried out by people all over the world. As long as that place has a university and a shop to buy cheap, scruffy clothes, presumably.

You can 'chat' away in a communal area, or choose the privacy of a closed room. Nobody uses their own name, and everyone describes themselves in text for the benefit of those who might like to 'chat' to them.

Sounds innocent enough doesn't it? WELL IT WOULD BE IF EVERYONE WHO USED IT WASN'T SUCH A W4NKER!

Example 1.

Midweek morning action on 'Surfers'. Down on 'The Beach' no-one is talking, they are 'emoting' – describing their actions.

Now these are real people, you decide if it's normal.

Roddy sneaks a microwave in behind Hamster.

Sliff laffs at Hamster.

Hamster flees from Roddy.

Roddy chases HAMSTER FAST.

Hamster buries himself in the sand.

Sligg knows a recipe for Hamster soup.

Roddy catches Hamster. Slam... boop... boom.

Hamster thinks, "Damn, not again".

Like, hello? These people are supposedly the cream of academia, the future of our nation. Imagine the phone calls home:

"Hello dear, are you having a nice time?"

"Yes mum, it's great. I don't need to have a wash or anything."

"What have you been doing this week?"

"Well yesterday I justified my grant by sneaking a microwave behind Hamster, then chasing him fast before eventually catching him."

"Er, that's nice dear."

"Slam... boop... boom."

"Yes dear, whatever you say."

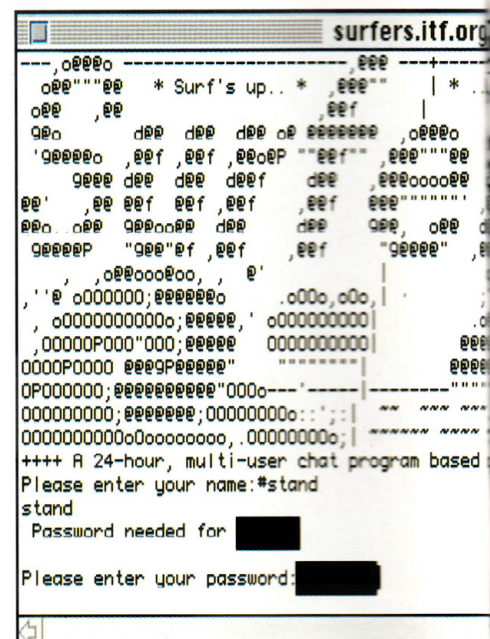
":)".

"I have to go now dear. I want to conceive another child before it's too late..."

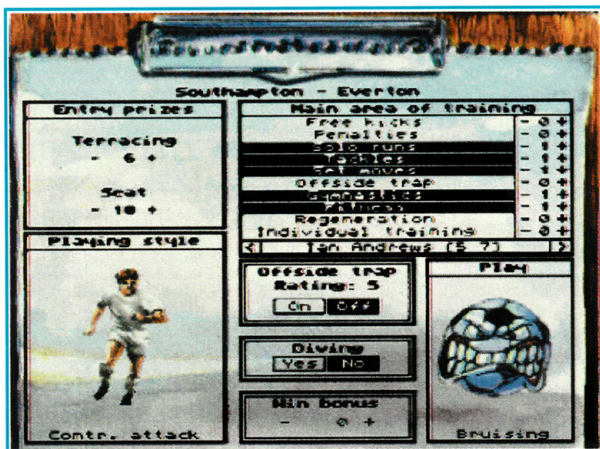
Example 2.

Believe it or not, there's even such a thing as Net rumpy pumpy, and just about every spot-ridden geek on the Talkers is choking for it. Follow me now, as under the guise of SpecialPolly (5'7", long legs and thick auburn hair, no less!) I arrive at 'Resort' and simply wait to see what happens. The names have been changed to protect the pathetic.

Less than one minute after arrival... Patheto (self description: Tall, handsome and



Publisher Empire
Price £34.99



It's like the old days this – a compilation from those compmeisters down at Empire, and a football one at that! Ah, what could be finer? Anyone would think there was a European Championship on the horizon or something. Right, let's do it...

FIFA International Soccer eventually made it onto the Amiga towards the end of last year, and at that time was one of the most eagerly anticipated games for the machine, what with its ream-looking 3D-ish graphics and almost legendary gameplay. On the consoles it was even bigger than the mighty Sensible. But not on the Amiga.

FIFA Soccer looks great, though admittedly not as good as it did on the Mega Drive or SNES, which is a bit of a shame, and in the main it plays tremendously well too. EA has tried to cram everything from the consoles into this version, and has been forced to condense the multi-button control method into a one button joystick as a result – it's a tricky job without a doubt.

All the international teams of note are here, and it's great to play a football game where it is actually possible to cross the ball in semi-realistic fashion. Dribbling is good too, and the control allows you to tap the ball forwards as you strive to pick up speed. However, just about everything is played out through a faint mist of confusion, since the computer makes up for the lack of buttons on an Amiga joystick by taking

control of seemingly random parts of the game. A cross can be headed goalwards almost without your knowledge, and a crunching tackle which wins you the ball may not have been entirely your own doing.

That said, whilst perhaps of dubious worth as a £30 product in its own right, as part of a compilation, FIFA is certainly worth a play.

Premier Manager 3: Now I must admit that my opinion of the Premier Manager games has become diminished somewhat over the past couple of months, because I've spent quite a lot of time (erm, seven seasons, sadly enough) with Championship Manager 2 on the dreaded PC. CM2 concentrates more on team selection and transfer dealings than with piddly administrative chores, and I respect it wholly for that, because I don't give a damn where the money's coming from as long as it's rolling in. That's why I prefer it to Premier Manager. Or rather, that's why I thought I did. Silly me, I was forgetting that PM3 takes away much of the day to day chores by its implementation of an assistant manager who deals with that kind of stuff for you. Which is great.

It's easily the best looking of the PM games; in fact it's probably the best looking management game on the Amiga, coming as it does with a neat little mini-pitch on which your matches are played. Stats-wise it's unsurpassed. It may even go a little too far in its attention to detail, but then that's where old Mr Assistant comes in. If you really want to know, I think the original PM was the best of the three, but this third effort has greater depth than that and is less tedious than # 2. Very good indeed...

Kick Off 3 was reviewed in AA in August 1994 and got 29% because it was appalling.

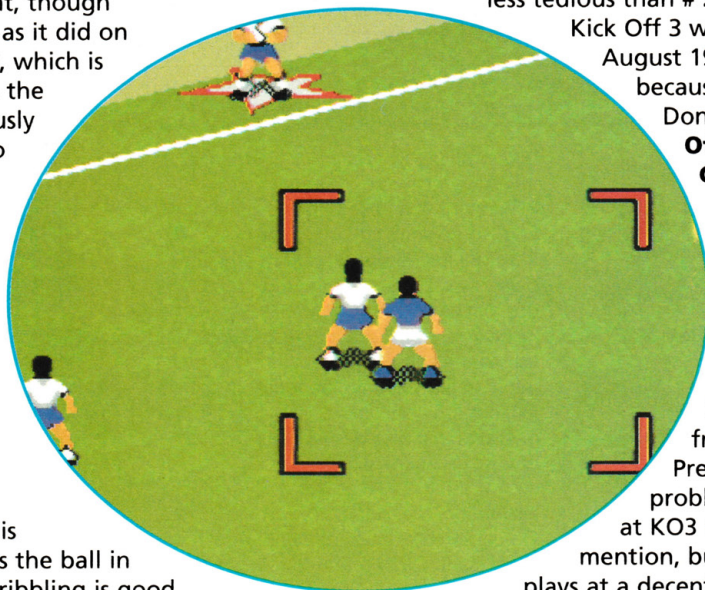
Don't confuse it with **Kick Off 3 European Challenge** – the game included in this

compilation – because KO3EC is better. It features the teams from the 1994 World Cup and a load of others from around Europe, including all from the 94/95

Premiership. The problems in the first attempt at KO3 are too numerous to mention, but European Challenge plays at a decent speed, and unlike

plain old KO3, allows you to fully utilise all the controls with a simple one-button joystick.

Ball inertia is far from perfect, and the players are still about as reliable as Eric Cantona on a West Indies beach, but it IS playable.



Soccer St

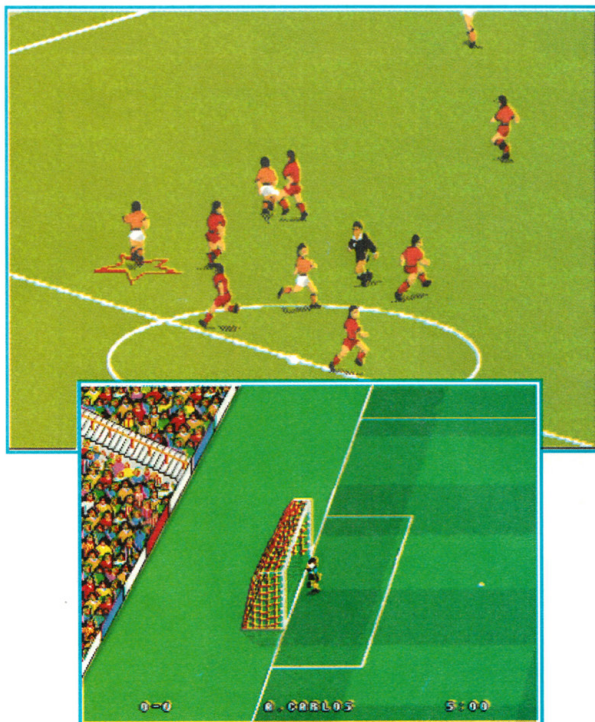
Daze got on a bit of a football management game roll with On the Ball. The World Cup Edition got things underway, followed by this, **On the Ball: League Edition**, and things culminated with the now universally acclaimed Ultimate Soccer Manager.

Personally I prefer On the Ball to USM, and therefore it's addition to this compilation is most welcome. The game allows you (as all these products do) to take charge of the team of your choice and hopefully guide them to glory.

There are plenty of features you've seen before, but there's plenty of innovation in there as well, like for instance the Training mode where you get to watch your coach put the team through its paces.

On the Ball: League Edition is still worth buying on its own if you ask me, but when it's mixing in company such as this it quickly becomes essential that you get it.

So there you have it. Not perhaps Empire's finest compilation moment, but it's a long way from being truly atrocious. One of the games (Kick Off 3 EC) is dreadfully sub-standard, and another (FIFA Soccer) is simply okay. The two truly good games are both management sims.



ars

'96

Reviewed by
Paul & Steve

SCORE 74%

Budget Release. It's not our fault

BACK ISSUES



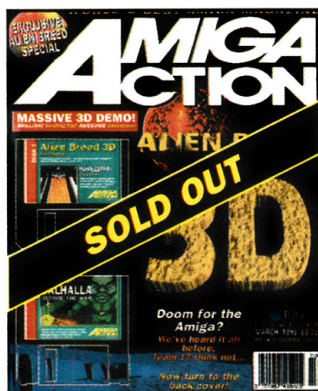
ISSUE 67 FEBRUARY '95

Cover - ATR

Coverdisk - ATR, Base Jumpers, Exclusive Shoot'em-up Special

Features - World of Amiga Show, 1994 Top 20 Games, Piracy feature, Reader Survey
Reviews - All New World of Lemmings, ATR, Base Jumpers, Death Mask, Dragonstone, KO3: Euro Challenge, Shaq Fu

GTGAs - Mortal Kombat II Special Moves (death moves, friendship moves & babalities), Robinson's Requiem Pt. 3, Reunion



ISSUE 68 MARCH '95

Cover - Alien Breed 3D

Coverdisk - Alien Breed 3D, Kingpin, Valhalla: Before the War

Features - Alien Breed 3D, Film '95, Get a Life
Reviews - Benefactor CD32, Dawn Patrol, The Misadventures of Flink CD32, Guardian A1200, Kingpin, Rocketz, Theme Park CD32, X-It

GTGAs - Jungle Strike (Part 1), Dreamweb (final part to the full solution), Theme Park (complete guide), Space Quest III (full solution), Son of Boggit

PLUS Previews - Akira, Boo the Ghost, Extractors, ITS Cricket, Pussies Galore, Ruffian, Tactical Manager 2, TFX



ISSUE 69 APRIL '95

Cover - Comic Relief Four Disk Special

Coverdisk - Turbo Trax, Speris Legacy, Four Arcade Classics, Full Game - Blues Brothers (£7 - £4 to Comic Relief!)

Reviews - Akira, Dragonstone CD32, Extractors, ITS Cricket, Jungle Strike CD32, PM3 Multi-Editor, Shadow Fighter A1200, Skeleton Krew CD32, TFX, Turbo Trax
GTGAs - Jungle Strike Pt 2, Dreamweb Pt 2, Shadow Fighter, Lords of the Realm, On the Ball

PLUS Previews - Angst, Baldies, Final Over, Frontier: First Encounters, Kwok's Game, The Speris Legacy



ISSUE 70 MAY '95

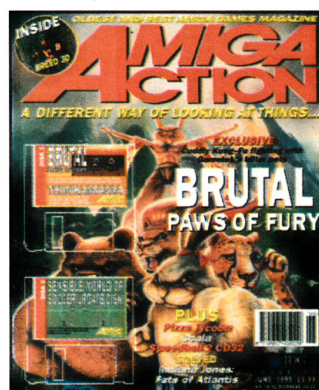
Cover - Manchester Utd - The Double

Coverdisk - Kwok's Game, PM3 Multi-Editor, Speris Legacy, Sensible Massacre 2, Demon
Features - The End?

Reviews - Angst, Ants, Champ Manager Italia '95, Man Utd - The Double, Ruffian, Soccer Superstars, Superleague Manager, Sword of Honour, Whizz

GTGAs - Jungle Strike Pt 3, Sensible World of Soccer, Valhalla: Before the War

PLUS Previews - Colonization, Lost Eden, Powerhouse, Player Manager 2, Ultimate Soccer Manager



ISSUE 71 JUNE '95

Cover - Brutal - Paws of Fury.

Coverdisk - Brutal - Paws of Fury, SWOS Bug fixer, Thinkamania.

Features - You Specky Get, World Wide Wonders (Internet).

Reviews - Battle Trucks, Brutal - Paws of Fury, High Seas Trader, Kingpin CD32, Pinball Illusions CD32, Pizza Tycoon, Shadow Fighter CD32, Speedball 2 CD32, Tower of Souls, ATR CD32, Ultimate Soccer Manager, Voyages of Discovery

GTGAs - Valhalla BTW Part 2, Indy: Fate of Atlantis.



ISSUE 72 JULY '95

Cover - All Stars Tennis

Coverdisk - Ultimate Soccer Manager, Ruffian, Mortal Kumquat

Features - Get a Life!

Reviews - Behind the Iron Gate, Colonization, International Golf, Virocop, Syndicate CD32

GTGAs - Brutal - Paws of Fury, Ultimate Soccer Manager, Valhalla BTW Pt 3, Bloodnet, Indy: Fate of Atlantis Team Path

PLUS Previews - All Stars Tennis, Big Red Adventure, Gloom, Timekeepers, Star Crusader



ISSUE 73 AUGUST '95

Cover - Sensible Golf

Coverdisk - Quik the Thunder Rabbit - Fantastic full game giveaway

Features - It's in the Net (Team 17 Cyber Football), Get a life!

Reviews - F1 World Championship Edition, Obsession, Player Manager 2, Sensible Golf, Tactical Manager 2

GTGAs - Valhalla: Before the War (Pt 4), High Seas Trader, Indy: Fate of Atlantis (Action Path Pt. 1), TFX, Son of Boggit

PLUS Previews - Hyboria: Conan the Destroyer, Pole Position, Tiny Troops



ISSUE 74 SEPTEMBER '95

Cover - The Speris Legacy

Coverdisk - Quik the Thunder Rabbit Pt 2, Timekeepers

Features - Worms, Do a Game entries, Massive Tips Extravaganza

Reviews - Approach Trainer, Gloom, The Speris Legacy, Super Street Fighter II, Timekeepers, Top of the League

GTGAs - Indiana Jones and the Fate of Atlantis - The Final Part

PLUS Preview - Wheelspin, and many others far too numerous to list in this tiny little space. It's an all out preview-arama!

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Each issue costs just £3.95 (Plus 50p p&p) Send this form and a cheque or postal order payable to IDG Media, to: Amiga Action Back Issues, Media House, Adlington Park, Macclesfield SK10 4NP. Offer subject to availability. (Various issues from June '94 onwards are still available.)

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☐ Please tick if you don't wish to receive promotional material, because we're buggers for that.

Write up your alley!

With the winter nights drawing in and the flavoursome tang of festivity still hanging heavy in the crisp, clear air, what could be finer than sitting back with a schooner of the finest cognac and checking out Write Up Your Alley? Full of the witty prose and genial banter which sets our readers apart, its "off-the-wall" look at the lives of Amiga gamesplayers everywhere is a treat which few can afford to ignore. It is the section of legend, and frankly you should be thrilled that we allow you such a say, because it's not like you deserve it...

Write up your alley!

TALKBACK

GOLDEN NUGGET

Dear Sir,

One of the highlights of owning a computer was, for me, the annual "Golden Joystick" Awards. I enjoyed filling in the coupon in the magazine and voting for all my favourite games of that year.

However, I have noticed that recently these awards have not been mentioned by anyone in the industry. Are they still held, and if so, when will the next ones take place? If not, why not and will there be alternative awards instead?

Computer games are BIG business, they need an award ceremony!

Yours faithfully,

David O'Connor, Dinnington

Good heavens, that was a tremendously serious letter David.

I'll bet you're a doctor or something aren't you? Er, I think the coupon you're talking about used to be featured in The One – it was nothing to do with us at any rate. We're far too apathetic for that kind of malarkey, although having said that, the World Famous Amiga Action Annual Top 20 will be included in next month's issue. But you can't get involved. We sort it out ourselves.

TAKING HIS WORK UNDERGROUND

Dear Charley,

I just took the speedway at Hyperspeed. Just as G-force was starting to kick in, I was out of space. I tried to Wind it Up but it was No Good (Start the Dance). The Voodoo People told me to take some poison so I did. They asked me if I wanted some Jericho which is in Their Law. I went Full Throttle towards The Heat (The Energy) but Everybody was In The Place. Later there was some Ruff in the Jungle Bizness, so I lit a Fire. The Weather Experience was better than trying to Break and Enter. Then I had a Claustrophobic Sting and someone said that your Love was like Music Reach. Of course, only One Love is Skylined, but I thought it was heavier than three kilos. The Crazy Man was causing Pandemonium so that was the Death Of The Prodigy Dancers.

Prophet of Rage

Very nice.

GUY'S A DOLL

Dear A & A [That's riiiiiiight!]

May I congratulate you on the improvement of your magazine. I'm a new Amiga 600 owner, and looking through back issues of your mag I was rather put off by the bad language and made-up letters.

I really enjoy the demo coverdisks as it gives me an insight into Amiga games as they are all new to me. The prices of new and second-hand games are good value after being a SNES owner and having to find a minimum of £20 for a second-hand game.

I'm thinking of buying a printer later on. Would it be possible to review some printers and mention their good and bad points in a future issue of AA?

Thank you, from

Trudy Guy, Worthing

Printers? Nah, they're for girls. Oh. Er, well still no. And what do you mean about the made-up letters? We never make letters up. That's why these pages are dreadfully weak most months – we just don't get enough funny stuff and we certainly don't have the imagination to make it up ourselves.

Improvement in bad language? We're getting worse Trudy. Or at least we were until this month when a blanket ban on the use of even the most inoffensive abbreviated "profanities" was slapped upon us by the Management Puritanical Committee (a splinter group of the Spoil Your Fun Society, which is itself a group derived from the famous Suits Against Creativity sect). We can't even say b*st now. See? I bet that last sentence was doctored and didn't contain the word b*st. I'll bet this gets chopped out too – TITS! Oh, it didn't. TITS!

SILVER NUGGET

Dear Sir,

My large collection of original Amiga software includes many now ancient games such as 'Empire – Wargame of the Century', 'Aaargh!', 'Kampgruppe', and 'Battle Tech'. I completed them all a long time ago and they are now just sitting on my shelves collecting dust. This seems a big pity since all are in mint condition with their original boxes and instructions still intact [Thanks

SLIP IT IN (to the postbox)

Letters, reviews and any old toss you like can be sent to us at:

Write up Your Alley

Amiga Action

IDG Media

Media House

Adlington Park

Macclesfield SK10 4NP

Fax: 01625 879967

Email: Paul@Roundell.demon.co.uk

for defining mint condition...

Then someone told me that old games in such great condition can fetch up to £50 each if resold to other Amiga software collectors because they are so rare. As they are no longer obtainable in the shops their prices have steadily increased. Is this true or have I been told a pack of lies?

Yours faithfully,

David O'Connor, Dinnington

I'll answer your question with a question of my own. Rancid, month-old cockroach-infested bread is no longer available in the shops as it was in Victorian times. Now how much would you give me for a loaf of that?

DISEASE-RIDDEN

Dear AA,

It has come to my attention that over the last couple of months you've been, for want of a better phrase, slagging students off, saying how we scrounge off the state and are scruffy. Does this stem from some form of petty jealousy regarding the fact that you really want to be back at university?

As everyone knows, students are the future of the country, and our 'parties at the taxpayers' expense' are possible about once every couple of months when we manage to scrimp together enough money out of the pathetic grants on which we are expected to buy food, clothes and pay rent. Talk about something you know about or don't talk at all.

Karen Ashfield, email

But surely Karen if I want to be back at university then I do know about such matters. The fact that I'm a no-qualifications piece of white trash who's never been to university would seem to fuel your argument, but unfortunately you've already made your groundless

assumption about my heady university days. So, I take it logic doesn't play a part in any of your studies. "Talk about something you know about." Hmm, you're certainly not studying English. So what are you doing Karen? What are you doing apart from WASTING YOUR TIME IN THE COMPUTER LAB AND SPENDING COUNTLESS HOURS SENDING POINTLESS EMAILS WHICH I PAY FOR!!!! You've probably had everyone in your year as well.

THUNDEROUS

APPLAUSE

Dear Sir or Madam,
What a great surprise the superb game Quik the Thunder Rabbit was! It made a nice change to the usual string of demos and PD titles normally associated with coverdisks these days [How dare you!/Fair enough].

While I understand why your rival magazines were a little bit peeved to see Quik on your cover – some of them rated it very highly just before its 'imminent release' – I think your actions have been totally justified because otherwise the game would never have made it into the shops at all.

Therefore, if any unreleased games do ever make it onto your coverdisks in future, and I for one sincerely hope that they do, then you'll certainly have my support no matter what.

Just make sure that it isn't a Monkey Island six disk-style affair, okay?
Stuart N Hardy, Sheffield

How coincidental that your letter should arrive this week Stuart (and never mind the August 4 date which you wrote on it), when we have great news about that very thing. Well, no actually, it would have been better next week, because we'd probably know something for definite by then, but anyway – watch this space! Eh? Eh?

FUDGE NUGGET

Dear Sir,
In recent months I've noticed that it's not only the number of pages which has been diminishing in your magazine – the quality has too. Once you were perhaps the best games-only mag on the shelves, but no longer I'm afraid. What was once a classy read has been ruined. The letters page has become excessively poor. If making up silly, pointless and unfunny "guest" replies to your mailbag was not enough, you've even changed the layout to a hideous brown with a typing font which is very difficult to read to say the least!

I sincerely hope you are not now thinking 'The Amiga is dead anyway so what the hell,' because if you are, I may soon stop buying your mag every month before you go the same way as that ill-fated The One.

Improvement is needed. Or else. You have been warned.

Yours faithfully,
David O'Connor, Dinnington

You're going to get me shot saying things like that.

ADORATION

Dear useless b****rds,
I have been subscribing to your magazine for over three years now, and I am no longer impressed. You said that you wanted to hear from female readers so here I am –
LJ Towse (Miss), Hull

Er, no, we're alright now thanks. Must find nice letter... must find nice letter...

BRING 'EM ON

Dear Paul,
Okay, so where's this feature on us 'ladeeez'? In issue 77 you promised that if we sent in letters and the like you would be including a feature in which we got to have our say. Well, in case you haven't noticed, I sent you an envelope full of photos of myself and my friend Helen and loads of info on which games we play and how we speak to people through your Swap Shop pages. So come on Amiga Action, make good on your promise and give us our say. That is if you are the new 'ladeeez' magazine you claim.
Michaela Gordon, Hove

Well we would Mick, chuck, but so far the response has been – surprise surprise – poor. We were only joking when we called you 'birds' you know, girls. Ooh, you do take offence easily you skirt wearers, don't you? It must be that PMT stuff you're always on about.



NICE LETTER?

Dear Line,

Do not fear! The Prophet of Rage is here! [Arse]. I have come once more to pull you out of your sad, dreary (oh, what a nice word, reminds me of a farmer trying to pull a chicken's head off so he can bomb Ireland) [...?] existence.

Now here's an interesting story, me and The Prophet of Gaos were shopping the other day, and after getting our McDonald's, I went into a shop while P of G waited outside drinking his chips. Inside the shop, I walked over to a video recorder, which was shouting at me to hurry up. When I got to it, it talked to me in a low urgent voice. "You mustn't let The Prophet of Gaos chuck that chip away," it said. I asked him/her/it why, to which it replied, "Our whole existence depends on it. If he chucks that chip away our arch enemies the pigeons will eat it, making them stronger than ever. Here, take this sub-machine gun, you must stop The Prophet of Gaos!" I did as I was told and, walking outside, blasted The Prophet of Gaos into a pile of blood 'n' guts on the floor. He had been my friend for 17 years and I wondered how he felt. Nevertheless, I had helped the video recorder. Bye bye. Bye Line. Bye Hampster.

The Prophet of Rage

Look readers, here's the deal. Either you send us enough letters to comfortably fill these pages, or we'll have to continue printing this scary stuff.

READER REVIEWS

WORMS (PC)

Team 17

Reviewed by Derek Cobb, Bolton

That's right – as a student with a PC-owning parent and as desperate for Worms as I am, I made my purchase early because I simply couldn't wait. And ask me how glad I am now! It's everything we've all been waiting for, and when this hits the shops the Amiga crowd are gonna go wild! Brilliantly cute graphics with superbly funny sounds make you want to play it all day, and you'll never get bored because you'll never see the same level twice. This is as good as it gets. You can keep Mortal Kombat and all the rest because this is where it's at!

Summary: One of the best video games of all time, without a doubt.

97%

DUNGEON MASTER 2

Interplay

Reviewed by David Alson, Chesterfield

This game was going to re-invent the RPG and bring it right up to date with great graphics and everything else. Instead what we have is a game which would not look out of place back in the late 80's. It's got depth in spades, and there are loads of places to explore and loads of stuff to kill, but this isn't what I expect from a 1995 remake. It's slightly disappointing to say the least. **[We'll remember that when we finally get our copy to review, David.] [It's just come in Paul, it was in the post this morning and has been reviewed on page 26 – Post Knowledge Boy.] [Righto.]**

Summary: Good, but old fashioned. Offers nothing new.

70%

FOOTBALL GLORY

Hit Squad

Reviewed by Dan Thornley, Stoke Newington

The football game played from an overhead perspective has been done to death in the last three years, and almost every one has failed to provide the gamesplayer with anything more than a pale imitation of Sensible Soccer and Kick Off 2. Football Glory looks so much like Sensible it's unbelievable, but includes extra features such as in-picture action replays and an amazing

amount of swerve you're allowed to put on the ball. They've gone for a comedy angle with pitch invaders too, but nothing really plays as it should and they would have been better concentrating on getting this right before adding unnecessary extras. For 12 quid it's a decent game, but slightly annoying at times.

Summary: Fun and annoying at the same time.

80%

MICROCOSM

Psygnosis

Reviewed by Seduin Anwar, Aston

As a new owner of the Commodore Amiga CD32 **[Where the hell have you been?]** I have a large collection of games, and Microcosm is by far and away the best of the lot. You are miniaturised and sent into someone's body and must guide your ship through tunnels which look brilliant as you hurtle along at an amazing speed. Summary: It's difficult, but well worth the effort because every level looks absolutely top notch.

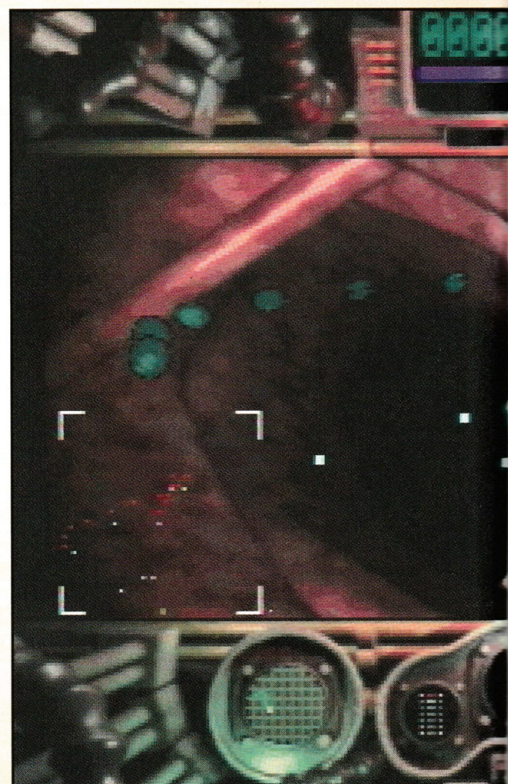
91%

LIBERATION

Mindscape

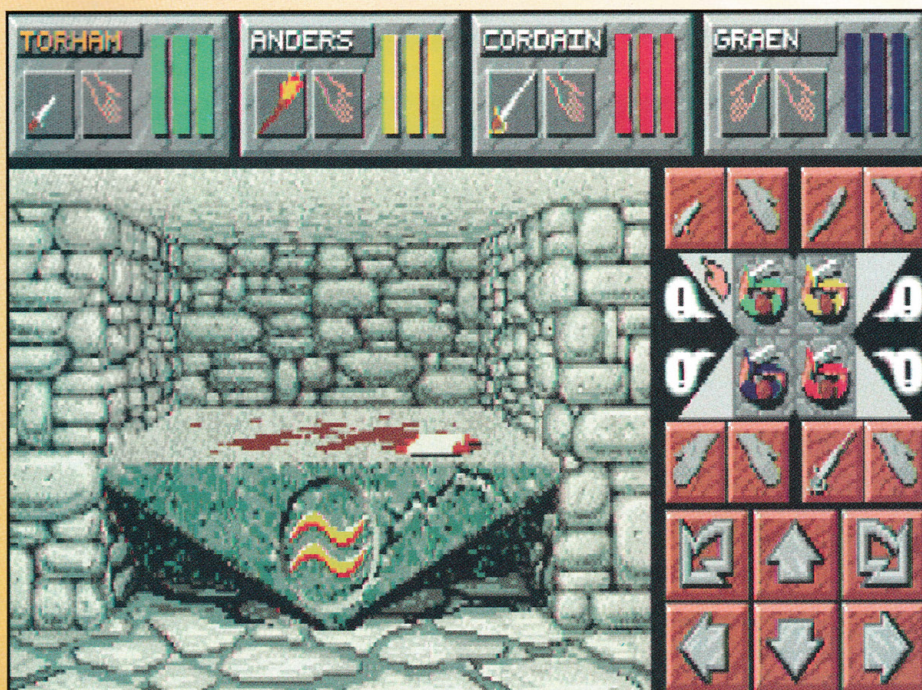
Reviewed by Seduin Anwar, still Aston

If you haven't got a brain then don't buy this **[Right, I'll just take my**



copy back then – Steve] because Liberation takes up the brainpower like there's no tomorrow. This has got to be the most complicated game on any Amiga, and you'll need a degree to understand the manual.

If you manage to get this far and find yourself getting into the game then you'll be hooked for hours on end. What you'll be playing is one

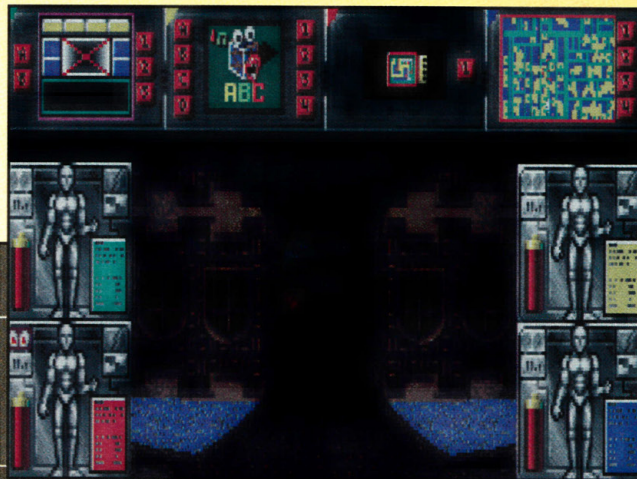




MICROCOSM: The best graphics you will ever see on the CD32 – and the least gameplay. If ever there was a game that should not be judged by its looks, then it's this



LIBERATION: The first decent game to be programmed specifically for the CD32. Nobody had any idea how to play it though



FOOTBALL GLORY: Definitely doesn't look like Sensible Soccer. Definitely not, definiiiiiiiiitely not! So there. It's official

monster of a blasting strategy game.
Summary: Massive and brilliantly detailed – not one to miss.
92%

BART VS THE SPACE MUTANTS

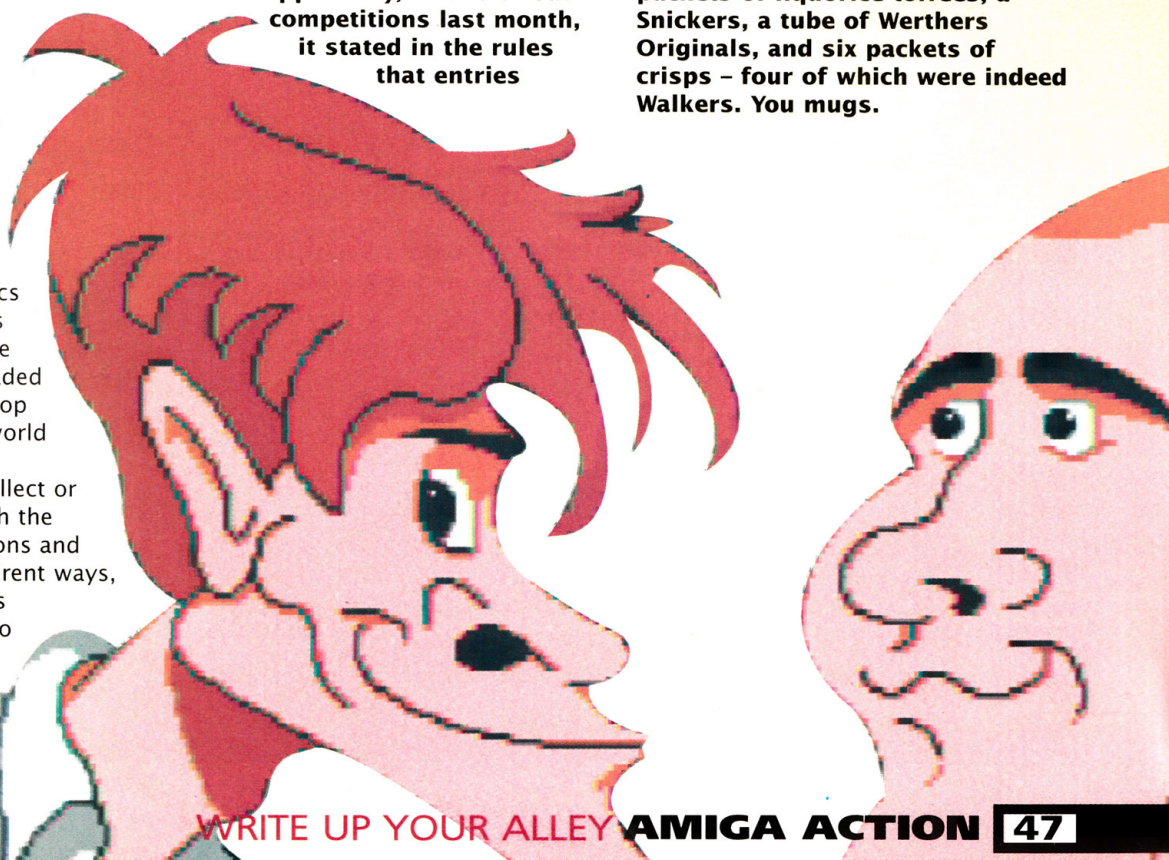
Acclaim/Hit Squad
Reviewed by Stephen Docherty, Chester

Hi! Just thought I'd add some variety to the reader reviews by sending in my comments on this ancient Simpsons game. First off, don't pay too much attention to the graphics and you might have fun. This is 1995 and, like I've said, the game is old. Aliens have invaded Springfield and Bart has to stop them before their plans for world domination come true. On each level you need to collect or destroy different things which the aliens can use, such as balloons and hats, and this is done in different ways, all of them involving Bart. His skateboard comes into play to make the game a real hoot
[nice word

***shudder*]** and most of the characters are involved in the game to give it a real Springfield feel. The first and best Simpsons game on any format, even with the rubbish graphics.
Summary: Good, honest fun and a breath of fresh air.
88%

Apparently, in one of our competitions last month, it stated in the rules that entries

containing toffees and packets of crisps (preferably Walkers) would probably stand a better chance than most of winning. Whilst this was quite a blatant untruth, we would like to thank the small print readers among you who furnished us with three Mars bars, two packets of liquorice toffees, a Snickers, a tube of Werthers Originals, and six packets of crisps – four of which were indeed Walkers. You mugs.



After the release of the terribly average Virtual Karting, it was somehow inevitable that we'd be seeing more first-person perspective racers on the Amiga. Extreme Racing is the latest release from the so-far excellent Black Magic stable, but can it live up to the standard set by Gloom? **ANDY SHARP** screams out of the pits to find out.



Black Magic is responsible for one of the Amiga's finest moments, in the shape of the truly stunning first-person shooter Gloom. However, we do tend to get Black Magic mixed up with Black Legend, and we certainly get confused about the whole set up when Guildhall comes into the picture. Er, which seems to be the case here.



Extreme Racing will be released at the end of the year on A1200 and CD32 formats only, and will incorporate loads of different circuits. On a single machine it's possible to have up to four players, and via a modem link there's the opportunity for maximum racing terror, with eight players pitting their wits against each other. It's also good news to learn that there are eight cars.

Extreme Racing



In some respects Extreme Racing is a direct attempt at bringing Super Mario Kart to the Amiga, with power-ups, intelligent computer drivers and turbo pads. There's also a battle mode where the idea is simply to kill the other driver(s). If you have an accelerator in your machine, ER has been enhanced to give you more speed, while losing no gameplay in the process. To make things even simpler, it can also be installed onto a hard drive.

The game itself is played using a joystick, but the keyboard can be used to make the playing screen bigger or smaller depending on your preferences. Tyre barriers can be switched off if you so wish, enabling your car to career off the circuit without being slowed in any way. There are options in Extreme Racing to suit just about everyone.

When ER hits the shelves it will be retailing at around the £30 mark. It's got speed, gameplay and more going for it than Virtual Karting ever had. At this stage things are looking good for Black Magic and Guildhall, but this has an awful lot to live up to after the success of Gloom. Don't miss out on the full review next issue.

Project Extreme Racing

Publisher Guildhall Leisure

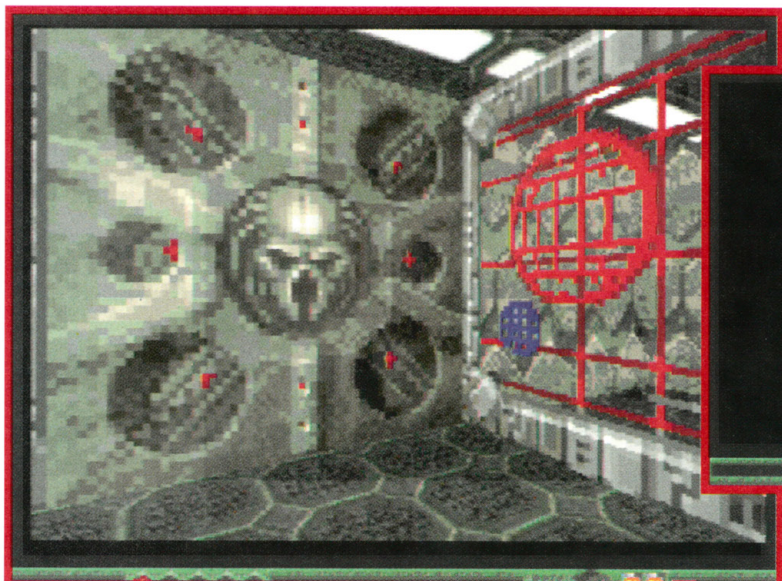
Team Black Magic

Release Late '95

Inspected by Andy

Gloom Deluxe

Blasted your way through the year's first truly impressive Doom clone? Fancy three new stages to continue your quest? Well Black Magic has just the thing for you. **ANDY SHARP** takes a look at what's changed in the world of the Gloomy gamer.



The thing with all of these Doom clones is that they are all rather popular. With Gloom being the first released it's only to be expected that it should be the first to have an update disk. The disk now has an improved graphics engine which allows for more detail in the walls and backgrounds. The game itself plays exactly as it did before so you won't have to learn new tricks, assuming you fancy forking out more money for a game you've only just recently bought of course.



Also to be included in this update is improved modem support to assist in successful links with other machines. The options will remain basically the same, with most aspects being definable, including how big you want the playing window and how long you want to see those flying gibbs spread across the ground. The weapon and energy bars have been improved from the original version, so things are now an awful lot clearer on the status front.



In all there are three new stages included to keep the most bloodthirsty gamer happy. These are Spacehulk 2, Aztec and Egyptian, and will add a whole new dimension to the previous levels. As before, each level will be broken into several sections, with the enemy opposition becoming more intense the further you progress.



Due to retail at £29.99, it's obviously designed to appeal only to new Gloomsters and the most dedicated of original Gloom owners. For this version of the game to successfully run you'll need 2Mb or more of memory, so it's not going to be for everyone. Remember, it's still a much more impressive game when you use an accelerator, but those without should find relief that a small window allows the game to run at a reasonable speed. So, everyone is catered for.

Project Gloom Deluxe

Publisher Guildhall

Team Black Magic

Release January

Inspected by Andy

Blue Print

Giving The Gam

Flight of the Amazon Queen

Here's the first part of our fantastically comprehensive walkthrough guide to Time Warner's airborne South American Duncan Norvelle'em-up. Or something

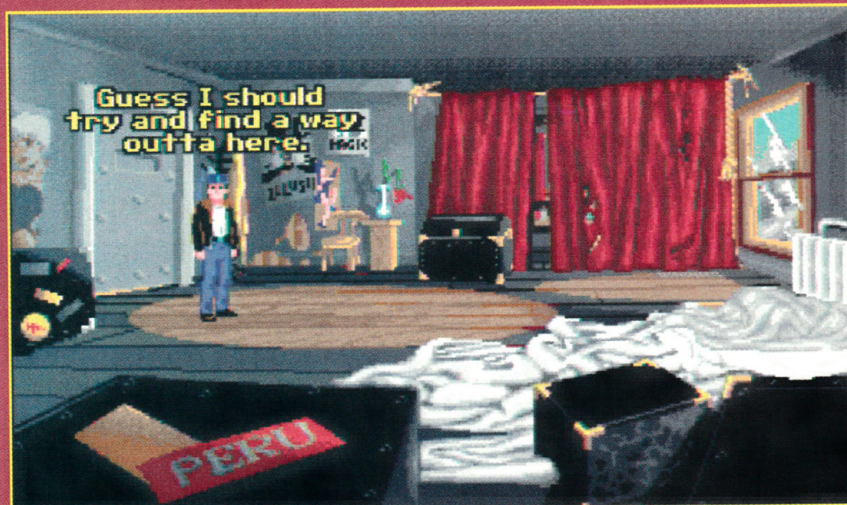
Rico and Eddie are your enemy Anderson's two henchmen. They are supposed to be guarding the hotel lobby to make sure that you don't escape, but they appear to have got themselves somewhat sidetracked



After the introductory sequence you'll find Joe has been locked in a dressing room by his arch enemy Anderson, who firmly intends to use the Amazon Queen to transport the glamorous Faye to her Brazilian film location. Pick up everything you can find obviously lying around, then use the curtain cord and pick up the wig which is lying behind it in the recess.

Pick up two lots of sheets from the floor and you'll see a laundry chute. Join the two sheets together to make a rope and then fix the rope to the radiator. Use the rope, climb down the chute and drop into the basement. There's a door over on the right but it's locked. You can only pick up a few items off the cupboard, and you'll need to move the ladder to be get hold of some amusing comedy breasts and a crowbar from the box of crowbars.

Head up the stairs to the left. If you try and get Joe past the heavies by the





Check out the cupboard for some useful items

door, they'll throw him back in the locked room upstairs, so only go as far as the reception desk and talk to the bellboy about the key. If you say that you're a friend of Lola the bellboy will let Joe have the key. Take it and head downstairs. Use the key on the locked door and move inside.

When you talk to Lola it becomes apparent she's clearly an old girlfriend of Joe's, but now she's seeing your arch enemy Anderson. Ask Lola for help, and after she's moaned about you for a bit she gets in the shower and demands that you bring her a towel before she'll get out. To accomplish this you need to climb back up the sheet rope

into the locked room and use the crowbar on the chest to find a lovely, fluffy towel. Take it back down to Lola and she'll get out of the shower before, somewhat bizarrely, giving Joe a sequined dress. Use the dress in the basement and, combined with the comedy breasts and the wig, you can just about pass Joe off as a woman.

Walk over to the stairs and you should be able to get through the foyer. Even though they're a bit thick, the doormen will soon realise they've been duped and give chase. Change back into your normal clothes then pick up the oil hidden under the hay. Throw the chicken and then use the oil on Rico's car, splattering the windscreen and making him crash.

Joe arrives at the airport just in time to stop Anderson taking Faye away.

Whatever you say you'll end up punching Anderson, so you can have a bit of fun with the insults if the mood takes you. With the storm brewing it's time to get in the plane and fly over the Amazon rainforest, where predictably you'll get struck by lightning almost immediately.

When the plane crash lands, your main objective is to recover as many useful items

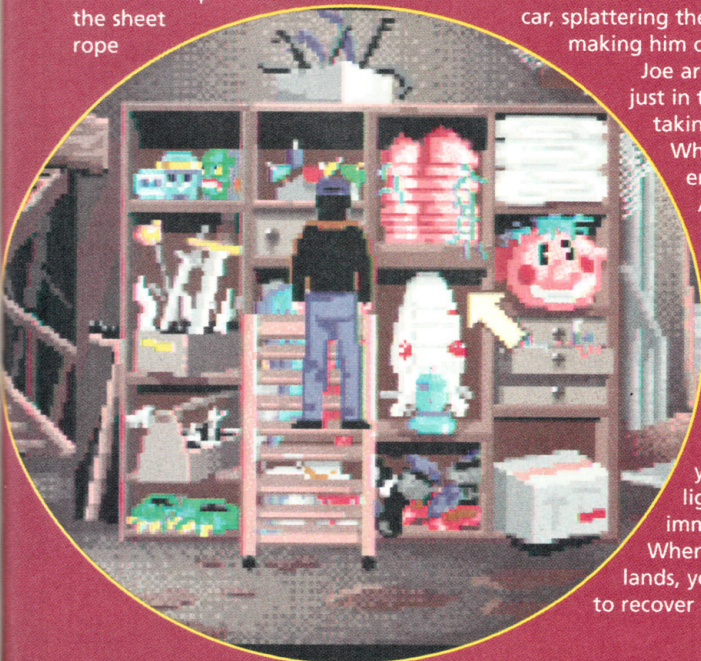
as you can. Open up the duffel bag and take the lighter and knife. Look at the waterlogged seats and you'll find a comic coupon, the only bit that survived from Sparky's Commander Rocket comic. Sparky is absolutely devastated by the loss of his comic, as you'll discover when you talk to him, at which time he'll also give you some beef jerky.

Open the hatch and walk over to it. The water outside is seething with piranhas, so give them the beef jerky and move Joe onto the giant lily. Cut the lily free by using the knife on the stem, then pick up the broken propeller and row the threesome to the bank by using it on the lily.

Sparky tells you of his need to find a 'Commander Rocket versus the Mob' comic before Joe sets off to find a telephone. Head north into the screen. From now on east is to the right of the screen, south is to the front, and west is to the left hand side. Joe bumps into Wedgewood the parrot who prattles on about how Princess Azura has been captured and how Trader Bob is now her only hope. As Wedgewood flies off, cut the vine with the knife and carry on down the trail.

Soon Joe's path becomes blocked by a huge gorilla, so head back past the plane and see what's to the south. The broken bridge can be repaired using the vine, allowing you to cross to the other side and get the banana.

Unfortunately the gorilla is not interested in the banana, so you're forced to engage it in conversation. Talking to it will uncover the fact that



Giving The Gam

Flight of the Amazon Queen

gorillas live in Africa not South America, and then, confused by your argument, it will have a terrible moment of self doubt and explode, clearing the path and making a bit of a mess at the same time.

Go up to the pinnacle. From here you can see every location that you'll be visiting throughout the rest of the game. However, your main priority is to find civilisation and work out what on earth the parrot was blathering on about. You should now head downhill to Trader Bob's.

In the meantime, Faye has a bit of a tantrum about being left at the crash site, and throws a bottle of her perfume at Sparky and stomps off into the trees.

Wander through the pygmy village and into the shambles that is Trader Bob's. Bob knows a lot about what's happening in the jungle, including some rumours about the factory where everyone seems to think Princess Azura is being held. Most of what's on display in Bob's isn't for sale, although the records, the nets, the alcohol and the vacuum cleaner are. Trade the beef jerky

with Bob in return for some money and then buy the battery powered vacuum cleaner with it.

Talk to Wedgewood the parrot and then to Naomi. She learned English from the

missionaries and is worried about her date that night with Bob, and would willingly swap her hairdressing scissors for some perfume. Leave the village, and on the way out chat to the Witch Doctor. Don't

worry, you won't be able to understand her yet – you'll need to seek out the missionaries for some method of translation.

At this point Frank is in his secret lab chuckling to himself about turning Amazon women into dinosaurs and so on. You should be climbing that pinnacle again.

The missionaries live in the jungle, so head off there. Take the north fork in the path then head over the fallen tree and past the three-toed sloth.

When you get to the next clearing, Joe meets two professional explorers, Bud and Skip. Talking to Bud reveals that they're trying to get recaptured by a tribe of Amazon women – they were released last time as a result of Bud's embarrassing heat rash. He says that

he'd pay a fortune for a cure. Talk to Skip and you'll discover that he's into the same comics as Sparky. Sparky wants a 'Commander Rocket versus the Mob' issue, which coincidentally is the one Skip has got, and he very kindly gives it to Joe. Read the comic yourself for an added bonus.

Join us next month, when we'll pick up the adventures of Joe, Sparky and Faye where we left off.



Talk to Lola in her dressing room. When you've reminisced about old times for a while, she'll slip into the shower and refuse to come out until you bring her a towel. This item can be found in the room upstairs



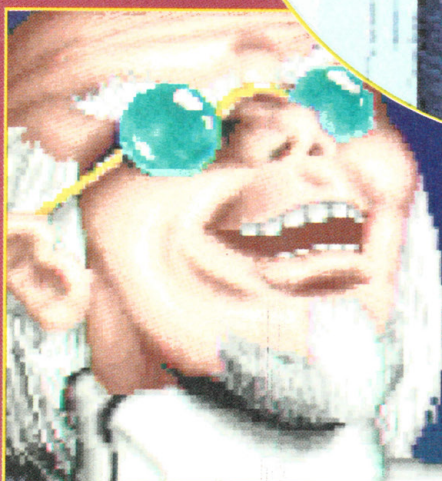
Flight of the Amazon Queen



Once you've persuaded Lola to come out of the shower, she'll provide you with a dress to wear as a disguise. Use the wig and the comedy breasts too, and you're a proper piece of crumpet



With it I can turn humans into dinosaur people



Left: Lola gets all steamed up in the sultry shower scene. Hurry up with that towel!
Above: Mad old Frank has a bit of a chuckle at the thought of turning women into dinosaurs. Exactly why he would want to do this is a secret best kept to himself

Here it is! The most comprehensive of guides to the most dangerous of parks. Sit tight, grit your teeth, and prepare for a fantastic prehistoric experience



External Sections

The cattle prod is far more effective than the rifle in these sections. While in the sewer section it's safer to stay in the water as the Pterodactyls can't reach you in there. Watch out for alligators however.

You can only fall off a maximum of two levels without dying.

Leave the first aid alone if your energy is pretty high, and collect it later on when things aren't looking too good.

It is far safer to push rocks over cliffs using the cattle prod.

Try to stay away from the higher levels of the cliffs, as the Pterodactyls can attack with greater ease while you're there.

Internal Sections

Ammunition now becomes a problem, so don't waste shots.

To have a higher chance of success killing the Raptors, you should wait until they attack you. As they come towards you, walk backwards while facing the

beasts, then fire at the blighters until they are no more.

Remember not to pick up first aid or ammunition if you don't need it.

If you do run out of ammunition your best option is to run through the rooms avoiding the Raptors as much as possible while you locate more ammo.

You will know when you're nearing a Raptor, as the music will change. The music will change for a second time when it's about to attack.

T-Rex Paddock

Mission Objective – Rescue Tim and Lex, find the pass and leave by the gate in the fence.

Head to the south west of the starting position to the motion sensor. Activate the sensor and unlock the bunker door. To locate Tim head east from the motion sensor and take the first turning and go south west. Tim will be in a small clearing. Now head towards the bunker located in the south west of the level

and find the tool kit.

Now head back just to the right of where you started and locate the storm drain. Walk towards it and the bars will automatically be removed.

In The Sewer

The pass is just west of your starting point. Now head to the north west to find a crate which is needed to rescue Lex. Push the crate into the water and continue pushing it to the north east of the level. Lex will be found here. Push the crate in front of him as he won't enter the water. Push the crate back to the start of the sewers. Now head out of the sewers and to the north east, to the gate in the fence to exit the levels.

Triceratops Paddock

Mission Objective – Collect berries to get past the Triceratops. Locate the pass and exit via the bunker.

Collect as many berries from this level as



will fill your inventory. It's best to follow the road to find your bearings. When your berry bar is almost full, follow the road west until you find the car. Collect the final berries as you progress northwards past a dead Triceratops. You will need full berries at this point.

Run south down the corridor in front of the Triceratops. You will now drop the berries and cause the Triceratops to pause momentarily while it feasts on them. This alfresco eating experience will give you just enough time to exit the corridor on the east side.

Head north east now until you find another Triceratops. Fall in front of this and run south. Alternate from corner to corner of the wall as the triceratops runs towards you. Eventually the wall will collapse. Now run south as the Triceratops backs off. Keep going until you're finally safe.

Head west now until you reach the pass. Go east again then north to find a bunker. You can now leave this level.

Underground Levels

A relatively simple level as there's absolutely no chance of an attack. Use this stage purely to get used to the controls for later stages in the game. Explore and then find the exit.

Stegosaurus Paddock

Mission Objective – Retrieve Tim and Lex who are stranded on the other side of the paddock.

Go east past the Stegosaurus and keep going until you reach the second flight of steps. Go up the steps and push the

blocks to the level below. Now push one block to the west to the first flight of steps. Go up both flights of steps and head east up another two flights of steps. Now go west to the first flight of steps. Go up these and knock the block off. Go down the steps again and push the block west until it's completely off the level.

Head back to the steps, go past the Stegosaurus and find the block you have just pushed off. Push the block to the west to the steps. Go up and then proceed to the west again. Go up the steps and east, ignoring the flight of

steps. Go around north then west to find a bridge. Cross the bridge, head north east, and cross the stone bridge. Follow the path south east until you see a flight of steps and a Stegosaurus.

Go up the steps and push the block down to the level below. Push this block to the east to the steps and go up these. You will find another block. Push this to the east to the next flight of steps. Go up the steps.

Go round to the north east and find another block. Return this to where you came up. Use this block to go up the steps to the west.

Go north and then west until you can go no further. Surprise, there will be another block there.

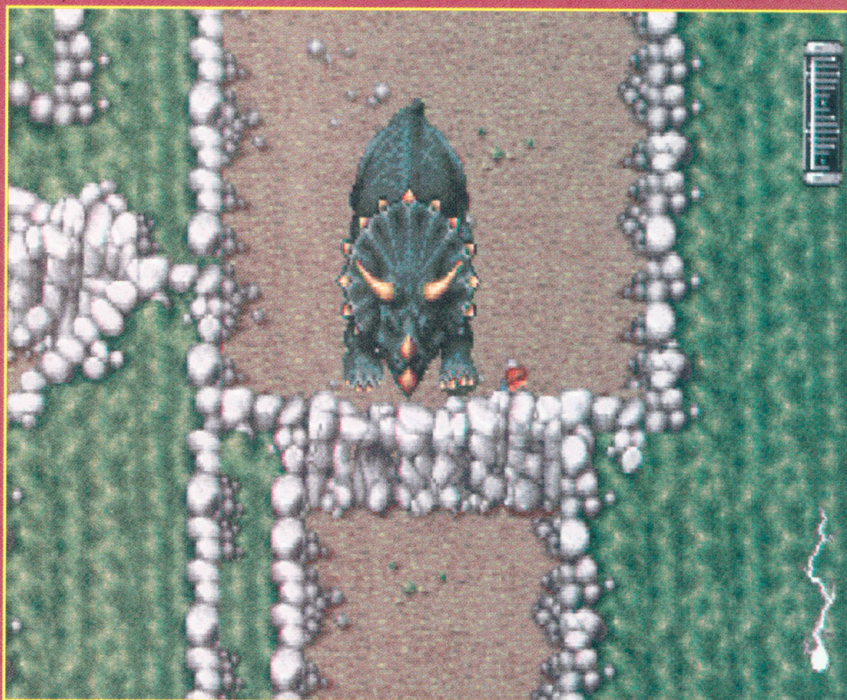
Push this block off the west ledge but run with it and then fall down. Be sure to be in line with the block. Repeat this process twice until you reach a stone bridge. Tim and Lex will be there waiting for you. Proceed west to complete this level.

Gallimimus Paddock

Mission Objective – Find the pass and the tunnel exit with Tim and Lex.

Turn up the volume. Head west on the same level until you come across an oil drum. Push the oil drum directly to the south of the cliff. Return to the start of the level and go west, only this time fall down the levels until you find the bunker. The children will now leave you and enter the bunker.

Head to the west against the southern wall and go down the third turning, heading south. Go south up the steps through the gully until you step down.



Jurassic Park

GIVING THE GAM

Jurassic Park



Run east from the T-Rex, collecting flares as you go. As soon as the T-Rex appears from the west of the screen, turn and throw one of the flares at it. Keep going east and throwing flares at the T-Rex as it appears.

You will cross a pit with an oil drum in it. Run a few more inches from here and throw your final flare into the pit. Get this part wrong and it's certain death. The flare should ignite the oil in the pit trapping the T-Rex on the other side.

Head east now and then south and west past the bunker. Go up the levels and then north east to get to the pass. Return to the bunker and release Tim and Lex. Go as far to the west as you can and then head north. Drop down and exit the level to the west.

Main Gate

Mission Objective – Open main gate. This can only be done by going through numerous sections.

Head south, then west, then south east. Go under the fence and proceed east until you find some steps. Go north west up the steps and across the bridge. Go west across the other bridge.

Next go north west, keeping on the same level and passing through a narrow gap, until you find a motion sensor. Activate this sensor and open the

bunker door.

Head east along the north river bank until you come across some steps heading up. Cross the steps to the other side of the river. Continue east until you see a narrow path leading down. Take this path and then go west until you come across a bunker.

Retrieve the pass from bunker and head back to the steps near the river. Climb up the steps heading east, go south east and enter door. This is the Pterodome.

Pterodome

Head to the north east, stepping down from time to time to destroy eggs in nests. The pass will be found inside one of these nests. Once the pass has been found, make your way around the outer wall to find the exit.

Brachiosaurus Paddock

Mission Objective – Collect all embryos, find pass and exit to Pterodome.

Follow the river south east and find the bridge. Head north across the bridge then follow the other side of the river in a north westerly direction.

Find the motion sensor located nearby, activate and unlock the Pterodome door. This door will remain open for exactly sixty seconds, so try to get the following section done in this time. There is another way to open the door again if you fail, and this will be explained later on.

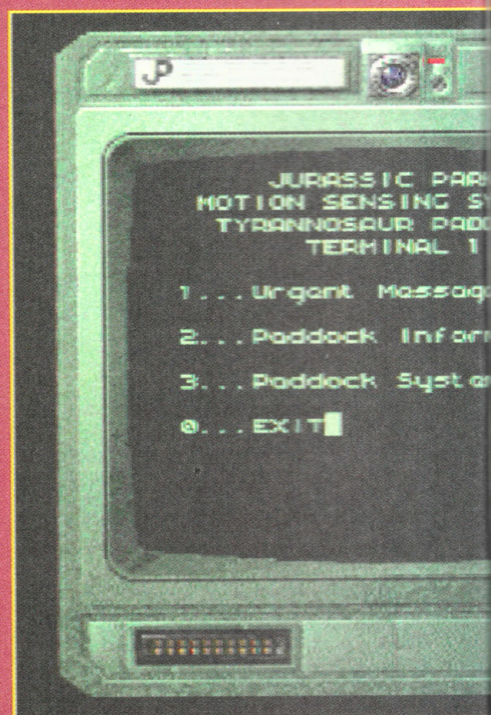
Fall off the step to the north and head east. Collect all the embryos until the bar is completely full. Now collect the pass by the crashed car. Next go south and then west to find a gate. Go through the gate and the Pterodome door beckons.

PTERODOME

Go south west through a narrow gap. Make your way up the steps until you find some blocks. Push one block off the west cliff edge. Make your way back down the steps, and proceed to the block you just pushed off. Push it north and use it to go up some more steps. Head north next and then west. Try to find a narrow path along the river.

Go north along the path until you come across a retracted bridge. Continue west until you see the power box on the north wall. Shoot the box using the cattle prod. Head back to the bridge which will now be extended.

Cross the bridge and go south west. Follow the river until you come across a block. Push the block south using it to





climb the steps. Once across the steps, head south west to find the exit.

Dinghy Section

Mission Objective – Find the dinghy and proceed through previous levels to the motion sensor.

Head south, then west until you see a turning. Go north and find the river following it to the west. Go south and follow the path back round to the river. Head back and go south west to another part of the river. Then go south and

west along a path. To the north there should be a dinghy.

Drop into the water and climb into the dinghy. Go with the flow of the river (east) passing under the bridges.

Dinghy Section in Pterodome

Continue with the flow of the river until you reach the point where the bridge was. Keep to the south of the river as much as possible. When you reach the narrow part of the river where a first aid kit is situated, hop off the dinghy onto the south river bank.

Walk to the south and down the steps. Now head south east. Wait on the outcrop. You will see the dinghy fall down the waterfall. When it's close enough for you to do so, get back into it. Follow the river east and you should come across the exit.

Dinghy Section – Brachiosaurus Paddock

Follow the river east until you come to the island with a motion sensor on it. Guide the dinghy to the west of this island and leave it. Activate the motion sensor and unlock the fence gate. Get back into the dinghy and go around the island anti-clockwise.

Go north between the two islands and make your way towards the lowest section of the north bank.

Once back on ground, head south east and cross the bridge. Then head west along the river bank.

Go as far west as you can, then head south to find the fence. Follow the fence round until you find the gate. Go through the gate.

Go down the steps to the south and locate a path in the foliage which leads west. Follow the path round and then go north until you find a shallow pit. There will be a block in the north of this pit. Push this block to the south east and find some steps.

Use the block to climb the steps. At the top of these you will find a motion sensor which you will need to activate. Unlock the fence gate.

Descend the steps, go west, south west, then west again until you find the fence gate. Go north through the gate and cross the bridge. Continue north to the main gate where Tim and Lex will be waiting. Go through the main gate to complete the level.

Visitors Centre

Your companions will be visible and will tell you to go to the maintenance shed to restore power. This will take you

through the most difficult part of the game. Follow this and remember to use the ammo wisely.

North, east, east, north, north, west, west, south, south, south west, west, south, south, east, north, east, east, south, west (stairs).

Second level of Visitors Centre

West, south, east, south, south (exit).

Outside Enclosure

South east, east, north, east, east, east, north, north, west, west (to the maintenance shed).

Maintenance Shed

Find the infra-red goggles and proceed to lift. West, north, west, west (to find goggles). Now return to your starting position and follow the lights on the ceiling towards the lift.

Second level of Maintenance Shed

South, west, west, north, west, now walk into the north west corner of the room and walk into the power supply to activate.

Escape

Retreat to the underground tunnels in the lift. With the power now restored you will be informed that your path back is overrun with Raptors.

You will have to get to the visitors section using the underground passages. Using the goggles, go south east, west, west (lift).

Underground Tunnels

East, south, east, south, west, west, west, south, south, east, east, north east, east, south east, north (lift).

Basement

South east, north, east, south east, north, east, east, north, west, west, south west, west, north, east, north east (lift).

Visitors Centre

You will now learn that the Raptors have broken through the glass and your companions are escaping to the lobby using the ventilation shafts. This is where you are to meet them.

South, south, east, north, east, east, south, west (stairs). Go west, south, east, south and walk to your companions who are eagerly awaiting you.

IT'S THE END OF THE GAME. HURRAH!



Giving The Gam

Small Tips

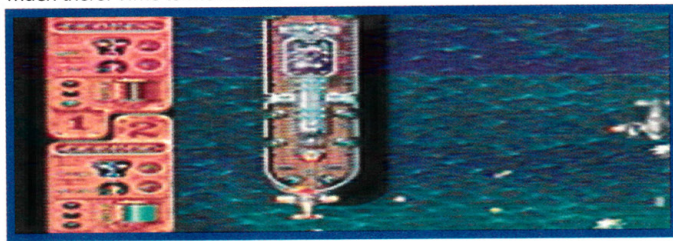
Stuck in a rut? Thick as a butt? Despair no longer, for here's another mixed bag of semi-useful hints and wrongly used screenshots

Colonization

Here's a tip we copied out of Amiga Format which apparently only works if most of America/The New World is unexplored. It's about getting untold riches, or something.

Send out seasoned scouts to Lost City rumours and save the game one block away. Then move into the requisite (now there's a new word for Amiga Action) square. If you don't like the outcome then load up and try again. Considering that they are random, you can find hundreds of 'Fountains of Youth' or Lost City treasures worth about an average 5000 gold.

Time consuming on floppy, but John reckons - oops copied a bit too much there. Time to move on...



Worms

Call all your worms the same name. Call them Policeman, or maybe Filthy Rozzer. That way you won't mind so much when they get blown away, the dirty, arrogant, scuz-ridden, work-shy, flatfoot ba- [Come on now Paul, sit down, you're alright mate - Someone Respectable].

Team

Don't play it. It's absolutely bob.

Smaller Tips

ALFRED CHICKEN

On the title screen, type **HELPMARK** for a level select screen. Press **(1-9)** or **(A-B)** to select the level you want.

BLUES BROTHERS

On the character select screen, type **WALLOO** and the background screen will change to maroon. Press a number **(1-6)** then the space bar to go to the corresponding level.

ELITE

When the copy protection screen appears, type **SARA** for the first attempt. If you have a newer copy, type **SUZANNE**. Next you will have to enter the right code from the manual. Use the '*' key or the '**' key to alter the quantity of the arms and cargo.

GOAL

If you're unfortunate enough to have a player sent off, press the **AMIGA** key to bring up the substitute bench. Choose your new player and then the player who's just been sent off. Once this has been done you will see the sub come out but no player will leave the pitch.

JURASSIC PARK

Level codes, funnily enough...
2 - E54C67AA
3 - 85A48352
4 - D5F4AB62
5 - 95B48B42
6 - 85A4834A

7 - 85B48B42
8 - F54C6FAA
9 - C57C77B2
10 - D56C7FBA
11 - A5149F5A

KRUSTY'S SUPER FUNHOUSE

For infinite lives enter **ZACHARY** for the password. You can also go anywhere in the game. And here are some level codes:

1 - NELSON
2 - PATTIE
3 - MRFLOW
4 - MAGGIE

LEMMINGS: CHRISTMAS '94

FROST (1 PLAYER)
1 - CAJRLDNBCG
2 - IJRLDNCCCP
3 - NRLDNCINECF
4 - RLDNCINECF
5 - LDNCAJVFCO
6 - DNCIJVLGCH
7 - NCANVLHDCE
8 - CINVLNINIC
9 - CAJRMNDJCP
10 - IJRMNDCKCI
11 - NRMDNCALCF
12 - RMDNCINMCO
13 - MDNCAJVNCH
14 - DNCIJVMOCQ
15 - NCANVMDPCN
16 - CINVMNDQCG

HAIL (1 PLAYER)

1 - CAJRLFNBDJ
2 - IJRLFNCCDS
3 - NRLFNCADDP
4 - RLFNINCIEDI
5 - LFNCAJVFDR
6 - FNCIJVLGDK
7 - NCANVLFDH
8 - CINVLFNIDQ
9 - CAJRMFNJDS
10 - IJRMFNCKDL
11 - NRMFNCALDI
12 - RMFNCINMDR
13 - MFNCAJVNDK

14 - FNCIJVMODD
15 - NCANVMFPDQ
16 - CINVMFNQDJ

FLURRY (1 PLAYER)

1 - CAJRLDOBEJ
2 - IJRLDOCCES
3 - NRLDOCADEP
4 - RDLOCINEEI
5 - LDOCAJVFER
6 - DOCIJVLGEK
7 - OCANVLDHEH
8 - CINVLDOIEQ
9 - CAJRMDOJES
10 - IJRMDOCKEL
11 - NRMDOCALDI
12 - RMDOCINMER
13 - MDCAJVNEK
14 - DOCIJVMODD
15 - OCANVMDPEQ
16 - CINVMDOQEI

BLIZZARD (1 PLAYER)

1 - CAJRLFOBFM
2 - IJRLFOCCFF
3 - NRLFOCADFS
4 - RLFOCINEFL
5 - LFOCAJVFFE
6 - FOCIJVLGFN
7 - OCANVLFHFK
8 - CINVLFOIFD
9 - CAJRMFOJFF
10 - IJRMFOCKFO
11 - NRMFOCALFL
12 - RMFOCINMFE
13 - MFOCJAVNFN
14 - FOCIJVMOFQ
15 - OCANVMFPFD
16 - CINVMFOQFM

PREMIER MANAGER 3

If you want or need more money, click on the phone and dial 343343. You will receive 1.5 million dabs in your account. Happy spending!

ROAD RASH

00000 00J00 102V5
21JUD - PANDA 600
00000 00J01 113BT

22KDP - BANZAI 750
00000 00R00 013VS
32RV4 - BANZAI 750
00000 00S20 117K5
33UV1 - KAMIKAZE 750
00000 01421 109G5
448VN - SHURIKEN 1000

STREET FIGHTER II

Whilst in a two-player game, pause mid-fight and type **7KIDS**. Once this is done the border will flash. Quit the current game and then restart the two-player game. For invincibility start a one-player game and place the cursor over Blanka. Type **PATIENCE** in slowly and the border will flash yellow. Now select your fighter. Press **F10** at any time to reset your energy bar to full.

X-IT

02 - 033028
03 - 555925
04 - 567597
05 - 276614
06 - 517375
07 - 877535
08 - 829508
09 - 287682
10 - 221620
11 - 728441
12 - 640537
13 - 558170
14 - 170088
15 - 688631
16 - 450418
17 - 898476
18 - 095909
19 - 589611
20 - 394659

ADDAMS FAMILY

Various codes for starting points.
&1Y1M - 3 hearts
V1514 - Pugsley

V919B - Fester

ALIEN BREED '92

Level codes.
XXDFA
RTHAA
LAEEA
UYTTA
PPEAB

ALIEN BREED 2

More level codes.

2 - 353828
3 - 108383
4 - 370101
5 - 982822
6 - 847464
7 - 737373
8 - 928112
9 - 267364
10 - 193831
11 - 090921
12 - 309383
13 - 101221
14 - 103992
15 - 998112
16 - 125332
17 - 091233

BACK TO THE FUTURE 3

Type in the code on the corresponding level story for infinite lives.
1 - ROTTEN CHEAT
2 - LOUSY CHEAT
3 - LOW DOWN CHEAT

BOBS BAD DAY

Selected level codes.
10 - XCKCKCKZPE
20 - VDPEFWNG
30 - SEAGGUPH
40 - QEAIIVNJ
50 - NDPKKWPL
70 - IDPONWPO
80 - GFFQPUNQ
90 - DEASQPVR
95 - CFFTRUOS
100 - BEAUSVNT

BUBBA 'N' STIX

Level codes

2 - T1QKPF?CMG
3 - PXMYGFFW7D
4 - 913XPD1LZ5
5 - 121FX75RJ

CANNON FODDER

At the start, or on completion of a mission, go to the save game option and enter **JOOLS** as a filename, whereupon your leader will become an all-conquering four star general.

CHAOS ENGINE

Level codes with infinite money.
WORLD TWO - GVVCH5DMS7#N
WORLD THREE - V35076X6S7WH
WORLD FOUR - 6UCDXU25S7V2

CIVILISATION

Hold down **[SHIFT]** and type **123456789** for a complete world map which allows you to see enemy cities.

EPIC

Level codes.
2 - CEPHEUS
3 - APUS
4 - MUSCA
5 - PYXIS
6 - CETUS
7 - FORNAX
8 - CAELUM
9 - CORVUS

FLASHBACK

Level codes
Easy:
BACK
LOUP
CINE
GOOD
SPIZ
BIOS
HALL

Champ Manager Italia '95

See this tip? Well we sorted this one out ourselves. Well no, not us, a reader, but it isn't copied is what we're saying. It's a bit rubbish though...

Start as Milan and shortlist and watch a player (you will be asked to choose a scout to watch him). Then shortlist and watch another player, choosing the same coach. You will be told that this coach is watching another player. Now just press CONTINUE. Do it before every match and you should now win every match by a lot of goals.

That's from Alex Gladwin that, and what we say to Alex is this: THAT'S RUBBISH! IT DOESN'T MAKE SENSE. Although we obviously haven't tried it to make sure. We would have done, only we had to send our copy of this game to a bloke from Darlington who kept going on about speaking to the Trading Standards office if we didn't sort his coverdisk out. Anyway, give it a go - you never know. Don't hold your breath, like.



Normal:
PLAY
TOIT
ZAPP
LYNX
SCSI
GARY
PONT

Hard:
CLOP
CARA
CALE
FONT
HASH
FIBO
TIPS

FRONTIER

If you select a system around 650 light years away from your position, you will get an in-range fuel reading. This allows you to make jumps of that distance, making things much easier on long hauls.

HISTORYLINE 1914-18

Level codes.
1 - PULSE
2 - GOOSE
3 - SPORT
4 - BIMBO
5 - TEMPO
6 - BARON
7 - BUMM
8 - LEVEL
9 - TOXIN
10 - PRINC
11 - CLEAN
12 - XENDON
13 - SIGNS
14 - HOUSE
15 - SIGMA
16 - SEVEN
17 - ZOMBI
18 - MOVES
19 - BLADE
20 - ZORRO
21 - STONE
22 - MOSEL

23 - ORDER
24 - SODOM
HUMANS

Selected level codes.

10 - MILESTONE
15 - RED DWARF
20 - SMART
25 - JIMS TIES
30 - MALCY MALC
35 - MAD FREDDY
40 - BANANA
MOON
45 - VISION
50 - RANGERS
55 -
CONSOLIDATED
60 - PROMISED
LAND
65 - (Oh dear, can't be arsed with that one...)
66 - HELP ME
70 - NIN
75 - LORDS OF
CHAOS
76 - NOW ITS DONE
77 - IM OUT OF
HERE
78 - HERES TO A
79 - BETTER LIFE
80 - BYE BYE BYE

HUMANS: JURASSIC LEVELS

More of the same.
10 - 7 MILE WALK
15 - ITS TOSH
20 - ALAN B STARD
25 -
IDONTLIKEBRAWN
30 - ALMANBURIE
35 - BABBLE
40 - NEED MORE
45 - POUCH
50 - GLUM
55 - DRAKEER
60 - HAVE A BREAK
65 - I LOVE ME
70 - PYTHON LEE
75 -
FATEANDFORTUNE
80 - FOREVER

Goodbye kiddies!

Super League Manager

Hints and tips for the Audiogensters' football debacle of sorts, courtesy of someone who didn't include his name but lives at 9 Willingdon Park Drive in Eastbourne. So he's probably old.

1. You don't need a substitute keeper as the keeper never gets injured.
2. Matt Parkinson is your best player and should be kept at all costs.
3. The best players to buy are ones playing below their full potential.
4. Don't forget to use Emlyn's bit in the paper to check up on unsettled players.
5. Training: You should give attackers - sprinting, weights and shooting; midfielders - weights, crossing and marking; goalkeepers - gym circuits, crosses and set pieces. Defenders are more variable but you should include ball control and marking most weeks.

Cheers, Nameless One, we'll take your word for it that it works a treat.

Smaller Tips

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SON *of Boggit*

**What's a matter Boggit? Hey! Gotta no respect?
You chase-a all a da girls, you drink till you are wrecked
Ah, it's a not so bad, it's a nice-a place
Why not getta rat faced?**



The story so far

Following the imprisonment of his father for antics of a carnal nature with the daughter of fantasy land big cheese, Sir Cyrille Grimola, the Son of Boggit found himself on the trail of the Woonsocket Diamonds. These precious stones were stolen from Sir Cyrille by the evil Lord Albert Rankpants of Grundertrolley, and the law decreed that whoever returned them would be granted a wish of their choice. Desperate to secure the release of his father, SOB has managed to recover the diamonds, but has since had them pinched during an overnight stay at The Broken Bottle inn on the outskirts of Grundertrolley...

After my recent encounter with the brutal Grundertrolley Gusset Riders, I was feeling pretty shaken up. However, one essential change of underwear later, I felt ready to take on the world once more. My first stop was to be the public bar of the Broken Bottle, and as I left my room and made my way down the rickety wooden stairs to the focal point of this den of iniquity, I resolved to have the diamonds back in my possession very shortly.

I was convinced the gems were still on the premises, so a little discreet detective work was in order if I was to find out who the thief was without raising any suspicions.

Once I discovered the identity of the light fingered blighter it would be a fairly simple task to discover the whereabouts of the diamonds. I could then recover what was rightfully mine and continue on my journey to free my father.

Slipping my well rounded buttocks (ladies, I'm a real Boggit treat) onto one of the bar stools, I tried to clear my head so that my wits would be at their sharpest for the subtle task of detection that lay ahead.

I was still collecting my thoughts when someone thrust two enormous white pillows onto the wooden bar in front of me. Just what I needed, the attention of a travelling bed linen salesman! I was about to remonstrate with the purveyor of these admittedly fine examples of night time headrests, when to my shock and embarrassment I realised that the 'pillows' were actually attached to a bar maid who was enquiring what I would like to drink.

"Hi, I'm Big Lil. What can I get you sir?" she purred seductively from the other side of the counter.

I felt as though I was wearing short trousers and a schoolboy's cap. I even half expected her to ask me if I was old enough to drink.

"Er... mmm... a pair... NO! I mean a pint... yes, a pint of... er breast bigger... Best bitter! I said best bitter! Definitely best bitter!"

I did my best to look unflustered (failing miserably naturally), and was grateful when she reached up to get a glass and began to pull me a pint of an interesting brew by the name of Bra Buster.

My tongue was now in severe danger of making contact with the wooden surface of the bar, and I remember being vaguely amazed at the copious amount of saliva it is possible to produce during a thirty-second bout of unfettered drooling.

When she was finished, Lil placed the



Quick Simon, talk to the buxom maidens and cut off the dwarf's beard with the scissors!

frothing pint on the bar in front of my frothing mouth, and watched as my shaking hands attempted to lift the glass to my lips.

My detective work concerning the disappearing diamonds had taken a backseat for the time being, but for some reason that didn't seem to be bothering me.

"You're not from round these parts are you sir?" she asked inquisitively.

"Er, no," I stuttered, "I'm bust... er just passing through."

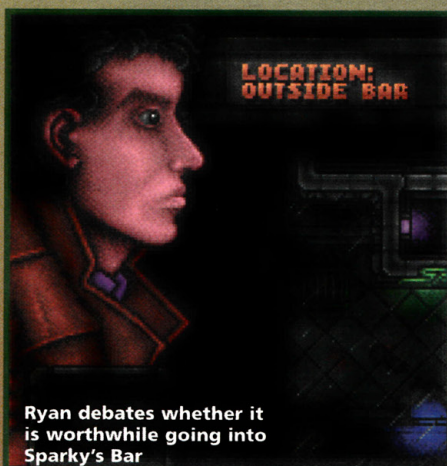
"I'm fairly new here myself," she continued, picking up an apple from a fruit bowl behind the bar and carelessly rubbing it against the sleeve of her reinforced blouse. "I've only worked here a couple of weeks, but I'm already beginning to like it. I've got my own room upstairs, at the end of the landing (pathetically I made a mental note), and the wages are the best in the area. The landlord is very friendly, and his wife is really nice too. They're a lovely pair."

"They certainly are. Like two huge great..." I am here to serve.

Uninvited

Please help me on a really old game called Uninvited. I really enjoyed playing it at first, but I haven't managed to get anywhere for ages. My main problem is that I can't seem to be able to get the gem from behind the huge grinning creature in the garden maze.

Craig Holman, Dagenham



The grinning creature you mention I assume is a zombie? If so, use the amulet on the rotting beast, then drop the amulet and go east twice. Then go south twice and use the bouquet of flowers on the cross you come to. The cross will now move, revealing a hidden passage. Enter this and go west. Now use the key on the keyhole, the cage on the bird and head south twice. When you see the bouncing thing it is time to open the cage and at last get the gem you seek.

Simon the Sorcerer

I am stuck on Simon the Sorcerer at the part

where you have to give the stew to the Gollum. I can't find the stew anywhere. Please help me before I smash my A500+.

Lee Henderson, Penshaw

The stew can be found at the swampling's house. Use the specimen jar (which you should have picked up from the house in the village) with the bowl of stew that the swampling gives you. He will then bring you a second bowl. Eat this and the swampling will disappear to get more ingredients. You are now free to leave with your jar full of stew.

Dreamweb

I have found the heinous madman Becket in the underground railway station, but I can't find a way to kill him. I've tried different weapons and all the items in my inventory, but nothing seems to work. Please help because I've been stuck on this for ages and I want to try and complete it as it is such a good game.

Craig Arnold, No address

You have almost completed the game Craig, and you'll be kicking yourself when I tell you what you have to do. Ready? Okay then. As you will no doubt already be aware, when Becket appears, he tries to lull you into a false sense of security by talking to you. He will then unexpectedly attack and attempt to kill you. Fight him off as best you can and then try and lure him under the wheels of an oncoming train. This is the only way in which he will meet his end. Good luck Craig!

SON of Boggit

Universe

Q On Universe I can't seem to get inside the car outside Silphinaa's house. The only things in my inventory are two stones, a bent metal bar and an empty food container. Please help me out.

Jason Reddall, Portsmouth

A If you've reached the car you must be wearing the suit which was hanging up inside the wardrobe in Silphinaa's bedroom. To get in the car you first have to make it safe. This is done by using the arm computer on the suit with the car. Now jump inside and you will be presented with a view of the dashboard. Insert the keycard in the slot to the left of the control panel, then use the console to the right. You will be asked for a security code, which can be found in the game manual. The car is now drivable and you can make your escape!

Monkey Island 2

Q I have had Monkey Island 2 for years and I am stuck on part 2. I have a few problems which I need help with.

1. I can't get the fish out of the kitchen in Governor Marley's mansion. When I get it, what do I do with it?
2. I can't find the spitting contest (I've got the drinks).
3. I don't know where and how to get the map of Rap Scallion.

Robert Wilson, No address

A My my, Robert, you don't want much do you? (He had a few more questions as well, but I had to draw the line somewhere.) Oh well, here goes:

1. To get the fish, you need to knock over the garbage cans at the governor's mansion. Allow the cook to chase you twice around the house so that you have built up a big enough lead on him, then nip in the door next to the garbage cans and take the fish. This piscine beauty can be used to win a bet with the kid on the pier at Phatt Island. He will give you a fishing pole as your winnings.



Come on then mate! You don't frighten me



Hmm, now how the hell am I supposed to get across to that planet?

2. The spitting contest takes place on Booty Island, and you need to mix the Blue Whale and the Yellowbeard's Baby to make a green Spit Thickener for the contest.

3. Head for the cemetery on Scabb Island and use the crypt key on the crypt. Read the quotes from the famous pirates, then look at the coffins. Match up the quote, open the correct coffin and get the ashes. Now visit the voodoo lady and pick up the Ash2Life jar to the right of the skull. Ask her about it and go back to the crypt. Use the jar on Rap's ashes and tell him you will check on his domestic gas problem. Walk to the house by the beach, use the key he gave you to open the door, and turn off the gas using the knob on the stove. Return once more to the crypt, use the Ashes2Life again and tell Rap you have turned off his gas. He will now give you his piece of the map.

Indy and the Last Crusade

Q I have got past the first two trials, but have become stuck on the third – the Path of God. It says in the Grail Diary something about a leap from the lion's head, but after doing this from all three heads I have fallen to certain death. Can you help?

Gary Smith, Swinton

A I'm not sure Gary. It's so long since I played this game that my memory is fairly hazy. Obviously it pays to save your game before any jumping takes place, then it's a matter of picking the right

spot on the other side of the chasm for a landing site. If you choose the wrong spot it's a trip to Plummet City, so be careful. I think it's more a matter of trial and error than anything else to be honest.

Beneath a Steel Sky

Q For all I try, I just can't get the glass from the St. James Club. Please, oh great one, can you help me?

Andrew Rees, Ilanelli

A Andrew, you flatterer you. To get the glass, all you have to do is start up the jukebox in the club. Miserable old Colston will get up from his table to stop it, then you can quickly shoot over to his table and collect the item.

Right, I've just polished off my 13th pint of Bra Buster – unlucky for some, but not for me, because Big Lil has arranged to meet me in her room tonight. She says she has something very interesting to show me. Something that will make my head spin and my knees weaken. In my inebriated state I'm half hoping that she's not talking about the Woonsocket Diamonds.

If my father could see me now, he would have mixed emotions. Part of him would be saying, "Hey! Have you forgotten you're meant to be rescuing me?", while the rest of him would be screaming, "Get in there my son!"

Until next time, farewell!

Send your queries (and tips if you like) to:
Son of Boggit,
Big Lil's Ample Charms,
c/o Amiga Action,
Media House,
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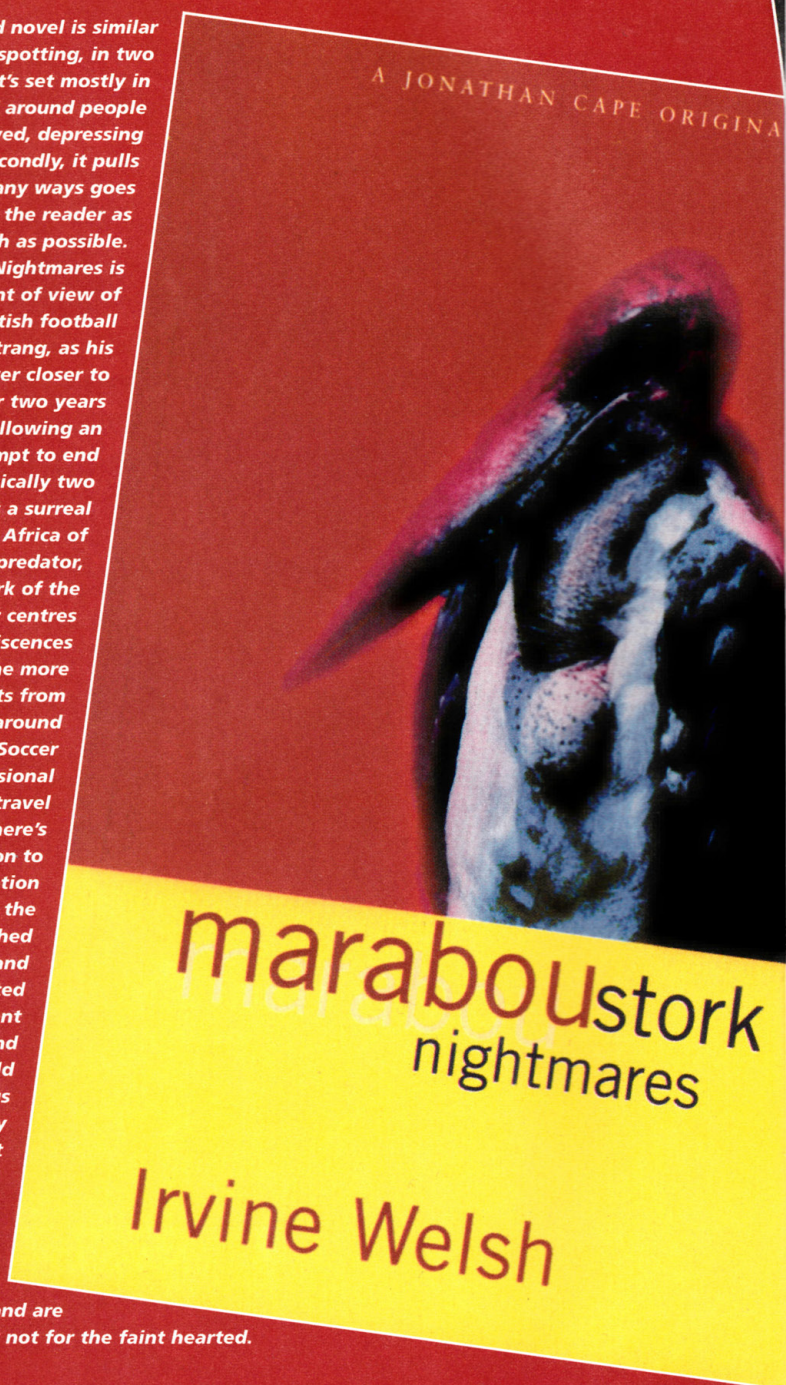
Get a life!

This month the ever-subservient Get a life! plunges new depths of page fillerdom as we bring you a twofold treat: book and music reviews and a half-hearted last minute oh-my-god-we-forgot-to-sort-some-videos-out guide to the correct thing to say when you get those inevitable pump presents this Christmas

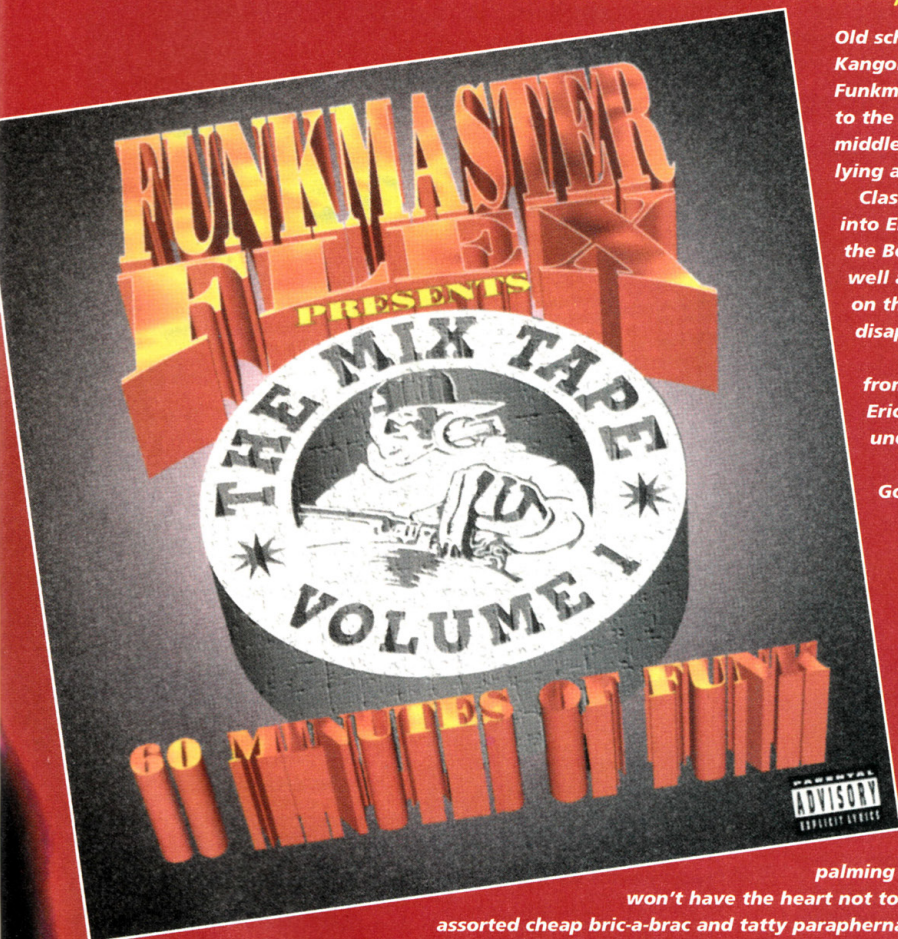
Marabou Stork Nightmares by Irvine Welsh Jonathan Cape, £9.99

Irvine Welsh's second novel is similar to his first, Trainspotting, in two respects. Firstly, it's set mostly in Scotland, centred around people from a deprived, depressing background, and secondly, it pulls no punches and in many ways goes all out to shock the reader as much as possible.

Marabou Stork Nightmares is written from the point of view of a young Scottish football hooligan, Roy Strang, as his mind drifts ever closer to consciousness after two years in a coma following an unsuccessful attempt to end his own life. It's basically two stories; one details a surreal quest to rid South Africa of the flamingo-killing predator, the Marabou Stork of the title, and the other centres around Roy's reminiscences of some of the more unsavoury incidents from his time hanging around with a group of 'Soccer Casuals' - professional hooligans who will travel any distance if there's quality opposition to battle. This association culminated in the incident that pushed him over the edge and led to his attempted suicide. A brilliant book, both this and Trainspotting should be the first things you buy with any money you might have left over from Christmas. They're not exactly light reading though (due to the heavy Scottish dialect), and are definitely not for the faint hearted.



60 Minutes of Funk, Funkmaster Flex, Loud Records



Old school hip hop fans take note. It's time to dig out your Kangols and rip those laces out of your Adidas, as Hot 97's Funkmaster Flex takes us all on a trip down memory lane back to the mid to late 80's when rap was good, not just a load of middle class Americans pretending to live in the ghettos and lying about how many people they've murdered lately.

Classics like Run DMC's Peter Piper are effortlessly scratched into Eric B and Rakim's Eric B is President and LL Cool J's Rock the Bells. Regular listeners to Westwood's 1FM rap show will be well aware of the Funkmaster's talents. His monthly guest slot on that show is a treat for all his fans, who will not be disappointed with his first ever mix tape.

There are also some excellent freestyles over the mix from legendary names such as KRS One, Doug E Fresh and Erick Sermon (of EPMD fame) so hip hop purists will undoubtedly know that they are in good company.

What else is there to say but, 'Flex is in the house! Go Flex! Go Flex!'

OOOOOH! THANKS GRAN

Christmas is the time of year to forget your ills and make peace with yourself and the world. And do you know what? Your relatives bloody well know it, and take advantage of your good will and high spirits by

palming off rubbishy little presents on you which they know you won't have the heart not to thank them for. Handkerchiefs, socks, toiletries and other

assorted cheap bric-a-brac and tatty paraphernalia will inevitably be yours to keep before the

festive season is out, accompanied by the hollow good wishes of tight-arsed relatives whose names you can't remember.

This year, don't stand for it. Hit back! Improve your average cost per present, and provide embarrassed fun for the members of the family you like. Here's how...

Your grandma turns up to the family bash on Christmas day, replete with hamfistedly wrapped trinkets which you're sure to hate. Chances are you'll be presented with a cheap bottle of aftershave called Cedar Meadow or Manwater - rrp £2.75 from all poor chemists. Normally you'd accept the gift with good grace and kiss your head matriarch stomach-churningly on the cheek, but with a little honesty, dividends can be reaped. Instead of, "Thanks Gran," and a thin smile, unwrap your gift with a look of distaste, and on discovering the sewer water that lays within, try a, "This can't be mine". Your gran will look puzzled and likely as not fall over in confusion. When she regains balance, elaborate on your theory.

"This can't be mine gran. You said you'd get me some nice aftershave."

Your gran will have regained sufficient composure to stutter that what you have in your hands is indeed the fruit of her promise. Do not let it lie. "No, no. 'Nice aftershave' you said. 'Something special' you said, so I can only assume that you've made a mistake, because this is cheap tatty bile from the demon's ulcer. Smell it. Go on, smell it! Smell it!"

The result? Your grandmother will die of shock, and since she obviously didn't have the chance to write her grandchild out of her will, you'll be quids in.

"Aunties" are bish too. Not real aunts like your dad's sister or something, but those annoying people who your parents had the misfortune to befriend in the 50's, and who've been hanging on ever since and insisted from day one that you call them Auntie. On receiving the annual pair of cheap, non-permanent dyed socks which will turn your shirts blue before the new year is in, try a disparaging, "Nice one, these'll do for cleaning the windows".

Other selected phrases to make your gift-giving family squirm which you could try are...

"Is this the best you could do? You mustn't earn very much."

"Bloody hell, I'm glad I'm not your kid."

"I didn't know they still sold these."

"Christmas in your house must be a riot."

"Did you get a receipt for this?"

"The shops in your town must be coining it in."

And there you go, yet another feature we've forgotten the point of...

Superleagues

And so to that very special place in the magazine which you all hold dear in your hearts. The Superleagues, those bastions of all things noteworthy where history is made each month. And where AA staff fall unconscious, bored.

Arcade Adventure

- 1 **FIRST SAMURAI**
Mirrorsoft
- 2 **ROBOCOP 3**
Ocean
- 3 **D/GENERATION**
Mindscape
- 4 **SECOND SAMURAI**
Psygnosis
- 5 **HUNTER**
Activision
- 6 **ANOTHER WORLD**
US Gold



- 7 **JURASSIC PARK**
Ocean
- 8 **HEIMDALL**
Core Design
- 9 **THE IMMORTAL**
Electronic Arts
- 10 **GOLD OF THE AZTECS**
US Gold
- 11 **CADAVER**
Renegade
- 12 **MOONSTONE**
Mindscape
- 13 **CORPORATION + MISSION DISK**
Core Design
- 14 **LITIL DIVIL**
Gremlin
- 15 **SPACE CRUSADE**
Gremlin
- 16 **HERO QUEST + DATA DISK**
Gremlin
- 17 **ASHES OF EMPIRE**
Mirage
- 18 **CYBERCON III**
US Gold
- 19 **WORD OF HONOUR**
DMI
- 20 **LORDS OF TIME**
Software Business

Adventure

- 1 **VALHALLA/BEFORE THE WAR**
Vulcan
- 2 **MONKEY ISLAND 2**
US Gold
- 3 **INDY/FATE OF ATLANTIS**
US Gold
- 4 **BENEATH A STEEL SKY**
Virgin



Second Samurai

Psygnosis 87% Issue 52

A superb blend of beat'em-up and arcade adventure set over a massive playing arena. Loads of bosses and hidden bonuses ensure that the game never fails to surprise or impress. Its predecessor promised an awesome sequel so it was only slightly disappointing to find that this is only 'fairly' great.



- 5 **STAR TREK**
Interplay
- 6 **SIMON THE SORCERER**
PDQ
- 7 **DREAMWEB**
Empire
- 8 **LEGEND OF KYRANDIA**
Virgin
- 9 **LURE OF THE TEMPTRESS**
Virgin
- 10 **SECRET OF MONKEY ISLAND**
US Gold



- 11 **CURSE OF ENCHANTIA**
Core Design
- 12 **RISE OF THE DRAGON**
Dynamix
- 13 **DARK SEED**
Cyberdreams
- 14 **BLOODNET**
Gametek
- 15 **THE CLUE**
Black Legend

- 16 **LABYRINTH OF TIME**
Electronic Arts
- 17 **MADDOG WILLIAMS**
Game Crafters
- 18 **INDY/LAST CRUSADE**
Lucasfilm
- 19 **KGB**
Virgin
- 20 **MEAN STREETS**
US Gold

Shoot'em-up

- 1 **CHAOS ENGINE**
Renegade
- 2 **DESERT STRIKE**
Electronic Arts
- 3 **SKELETON KREW**
Core Design
- 4 **TOWER ASSAULT**
ATeam 17
- 5 **GUARDIAN**
Acid
- 6 **ALIEN BREED 2**
Team 17
- 7 **BANSHEE**
Core Design
- 8 **PROJECT-X**
Team 17
- 9 **ALIEN BREED '92**
Team 17

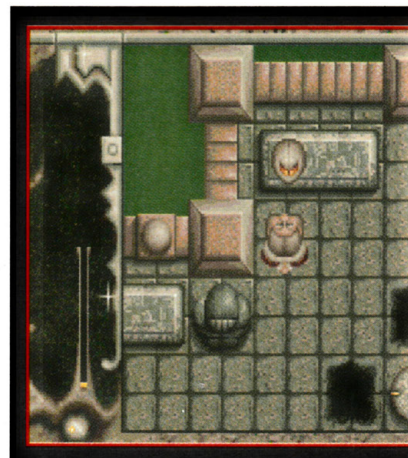
- 10 **ALIEN BREED '92**
Team 17
- 11 **BLOOD MONEY**
Psygnosis
- 12 **ALIEN BREED**
Team 17
- 13 **JUNGLE STRIKE**
Ocean



- 14 **TURRICAN 3**
Renegade
- 15 **SEEK AND DESTROY**
Mindscape
- 16 **WALKER**
Psygnosis
- 17 **SILKWORM**
Virgin
- 18 **SWIV**
The Sales Curve
- 19 **TURRICAN 2**
Rainbow Arts
- 20 **OVERKILL**
Mindscape

Sports Simulation

- 1 **SENSIBLE WORLD OF SOCCER**
Renegade
- 2 **SENSIBLE SOCCER**
Renegade
- 3 **GOAL**
Virgin
- 4 **SPEEDBALL 2**
Renegade
- 5 **MAN UTD: THE DOUBLE**
Krisalis
- 6 **FOOTBALL GLORY**
Kompact
- 7 **PRO TENNIS TOUR 2**
Ubi Soft
- 8 **MAN UTD LEAGUE CHAMPS**
Krisalis
- 9 **PGA EUROTOUR**
Ocean





Tower Assault

Team 17 91% Issue 65

It's the best Alien Breed game to date, borrowing aspects from both its prequels to create yet another superblast. The atmosphere and gameplay make this well worth buying even if you've seen AB in all its other guises. A little bit too tricky at the outset maybe, but this is a slight blemish on an otherwise superbly presented game.



SWOS

Renegade 95% Issue 66

The game that has become synonymous with the Amiga was taken apart and smoothly put back together with a simple but effective management aspect squeezed in. With slightly enhanced playability and the chance to play as one of hundreds of teams from around the world, it is without doubt the ultimate sports sim.



- 10 **JOHN MADDEN**
Electronic Arts
- 11 **ULTIMATE SOCCER MANAGER**
Impressions
- 12 **PGA TOUR GOLF + DATA DISK**
Electronic Arts
- 13 **PREMIER MANAGER**
Gremlin
- 14 **PREMIER MANAGER 2**
Gremlin
- 15 **PLAYER MANAGER 2**
Anco
- 16 **GRAHAM GOOCH CRICKET**
Audiogenic
- 17 **PREMIER MANAGER 3**
Gremlin
- 18 **MICROPROSE GOLF**
MicroProse
- 19 **ON THE BALL**
Daze



- 20 **WORLD CLASS RUGBY**
Audiogenic

Flight Simulation

- 1 **REACH FOR THE SKIES**
Virgin
- 2 **FLIGHT OF THE INTRUDER**
Mirrorsoft
- 3 **GUNSHIP 2000**
MicroProse



- 4 **FALCON & MISSION DISKS 1 & 2**
Mirrorsoft
- 5 **TFX**
Ocean
- 6 **TORNADO**
Digital Integration
- 7 **F117A**
MicroProse
- 8 **COMBAT AIR PATROL**
Psygnosis
- 9 **B17 FLYING FORTRESS**
MicroProse
- 10 **OVERLORD**
Virgin

- 11 **DOGFIGHT**
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- 12 **THUNDERHAWK**
Core Design
- 13 **F-19 STEALTH FIGHTER**
MicroProse
- 14 **THEIR FINEST HOUR + DATA DISK**
Lucasfilm
- 15 **F-16 COMBAT PILOT**
Digital Integration
- 16 **A320 AIRBUS USA**
Thalion
- 17 **BATTLEHAWKS 1942**
Lucasfilm
- 18 **FIGHTER BOMBER**
Activision
- 19 **A320 AIRBUS**
Thalion
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Sierra

Racing

- 1 **SUPER SKIDMARKS**
Acid Software
- 2 **TURBO TRAX**
Arcane
- 3 **SKIDMARKS**
Acid Software

- 4 **LOTUS ESPRIT TURBO CHALLENGE**
Gremlin
- 5 **BUMP N BURN**
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MicroProse
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- 8 **ROADKILL**
Acid Software
- 9 **LOTUS TURBO CHALLENGE II**
Gremlin



- 10 **ATR**
Team 17
- 11 **POWERDRIVE**
US Gold
- 12 **OVERDRIVE**
Team 17
- 13 **STUNT CAR RACER**
MicroStyle



Valhalla

(and Valhalla: Before the War)
Vulcan Software 94%
Issues 59 & 66

Possibly the most instantly captivating game ever to come into the Amiga Action office. Not only is the speed amazing, but the fluidity with which the character moves is superb too, though the graphics could perhaps have been a touch brighter. Very tricky to finish, but easy to get into.



Super Skidmarks

Acid Software 92% Issue 70

No sooner has Turbo Trax superseded Skidmarks as the number one racing game, than the next effort from Acid comes along and reclaims top spot. There's more of the same furiously out of control racing and some great new features too.





Mortal Kombat II

Acclaim 93% Issue 66

Opinion in the office is divided, but by a hair's breadth this comes out as the best beat 'em up on the Amiga. It's fast, difficult and tremendous fun to play, with a fluidity of movement that is seldom seen. If there has to be a gripe it is the excessive disk swapping and inability to install it to a hard drive.

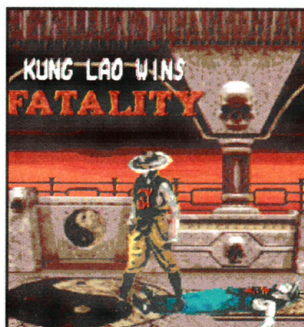


- 14 **NO SECOND PRIZE**
Thalion
- 15 **NITRO**
Psygnosis
- 16 **LOTUS III**
Gremlin
- 17 **LAMBORGHINI**
Titus
- 18 **F17 CHALLENGE**
Team 17
- 19 **MICRO MACHINES**
CodeMasters
- 20 **JAGUAR XJ220**
Core Design

- 5 **BODY BLOWS**
Team 17
- 6 **BRUTAL: PAWS OF FURY**
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Virgin
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Beat'em-up

- 1 **MORTAL KOMBAT II**
Acclaim
- 2 **MORTAL KOMBAT**
Virgin

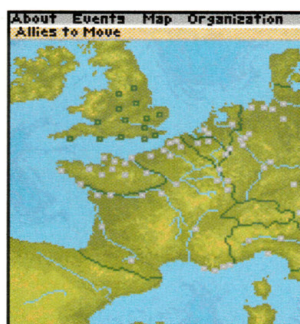


- 3 **SHADOW FIGHTER**
Gremlin
- 4 **IK+**
System 3

Strategy

- 1 **SIMCITY 2000**
Maxis
- 2 **SETTLERS**
Kempart
- 3 **CIVILISATION**
MicroProse

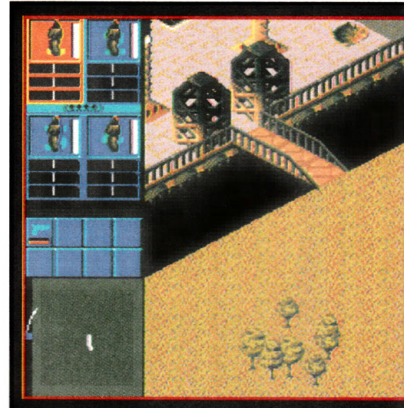
- 4 **THEME PARK**
Electronic Arts
- 5 **UFO**
Microprose
- 6 **DETROIT**
Impressions
- 7 **POWERMONGER + DATA DISK**
Electronic Arts
- 8 **UTOPIA + DATA DISK**
Gremlin
- 9 **MEGA LO MANIA**
Mirrorsoft
- 10 **COLONISATION**
MicroProse
- 11 **POPULOUS II**
Electronic Arts
- 12 **DUNE II**
Virgin
- 13 **K240**
Gremlin
- 14 **PIRATES! GOLD**
MicroProse
- 15 **CAESAR**
Impressions
- 16 **SABRE TEAM**
Krisalis
- 17 **REUNION**
Grandslam



- 18 **D-DAY**
Impressions
- 19 **LORDS OF THE REALM**
Impressions
- 20 **GLOBAL EFFECT**
Electronic Arts

Arcade Strategy

- 1 **CANNON FODDER**
Virgin
- 2 **FRONTIER - ELITE 2**
Gametek
- 3 **LIBERATION**
Mindscape
- 4 **ELITE**
Rainbird
- 5 **SYNDICATE**
Electronic Arts
- 6 **SPACE HULK**
Electronic Arts



- 7 **ARMOUR-GEDDON**
Psygnosis
- 8 **DYNABLASTER**
VBI
- 9 **THE KILLING CLOUD**
Mirrorsoft
- 10 **HEIMDALL 2**
Core Design



- 11 **CANNON FODDER 2**
Virgin
- 12 **FLAMES OF FREEDOM**
MicroProse
- 13 **HIRED GUNS**
Psygnosis
- 14 **STARGLIDER 2**
Rainbird
- 15 **THEATRE OF DEATH**
Psygnosis
- 16 **STORM MASTER**
Silmarils
- 17 **SPECIAL FORCES**
MicroProse
- 18 **NORTH AND SOUTH**
Infogrames
- 19 **WAR IN THE GULF**
Empire
- 20 **PIRATES**
US Gold

Platform

- 1 **LION KING**
Virgin
- 2 **ALADDIN**
Virgin
- 3 **JAMES POND 3**
Millennium
- 4 **RUFF 'N' TUMBLE**
Renegade
- 5 **FLASHBACK**
US Gold
- 6 **SOCCER KID**
Krisalis
- 7 **PUTTY SQUAD**
System 3
- 8 **BUBBLE N SQUEAK**
Audiogenic
- 9 **SUPERFROG**
Team 17
- 10 **NAUGHTY ONES**
Kempart



Sim City 2000

Maxis 93% Issue 65

Unfortunately this classic needs an absolute monster of an Amiga to run, but those who have the technology are treated to a superb looking, enticing, involving and completely enthralling strategy epic that tests your management skills to the limit. The game is so open ended that it could literally last you for years.





Syndicate

Electronic Arts 93% Issue 47

Due for a resurgence on budget despite still adorning the shelves of most shops almost two years after release, *Syndicate* remains one of the best games of its type. 'Vicious' is the best way to describe it, though 'brutal' runs that a close second. Compelling from start to finish, with detailed graphics, and absorbing sound and gameplay.



World of Lemmings

Psygnosis 87% Issue 67

After countless incarnations the Lemmings returned for another bout of attempted suicide, only this time they were bigger. Hailed as a throwback to the simplicity of the original, the All New World offers little in the way of originality but more than enough scope for Lemmings fans to wet themselves all over again.



Aladdin

Virgin 92% Issue 65

Any doubts about the possibility of converting such a visual treat to the Amiga are soon dispelled as the game weaves its magic spell. You'll be humming the signature tune within minutes and falling over yourself to play it time and again. The atmosphere of the film has been faithfully re-captured, thanks to the ultra-smooth animation and excellent gameplay.



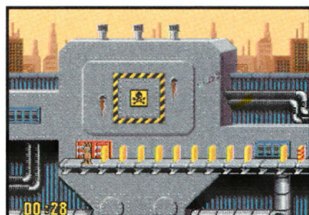
- 11 **OUT TO LUNCH**
Mindscape
- 12 **KID CHAOS**
Ocean
- 13 **ZOOL**
Gremlin
- 14 **THE ADDAMS FAMILY**
Ocean
- 15 **ASSASSIN '94**
Team 17
- 16 **ASSASSIN**
Team 17



- 17 **PREMIERE**
Core Design
- 18 **GODS**
Renegade
- 19 **FURY OF THE FURRIES**
Mindscape
- 20 **ZOOL 2**
Gremlin

Puzzle and Quiz

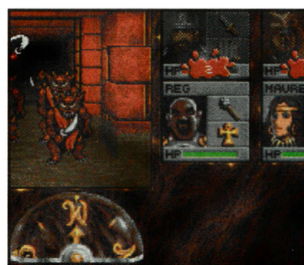
- 1 **LEMMINGS 2**
Psygnosis
- 2 **BENEFACITOR**
Psygnosis
- 3 **OH NO! MORE LEMMINGS**
Psygnosis
- 4 **LOST VIKINGS**
Interplay
- 5 **DIGGERS**
Millennium
- 6 **PIPEMANIA**
US Gold
- 7 **ONE STEP BEYOND**
Ocean
- 8 **PUSH-OVER**
Ocean



- 9 **ALL NEW WORLD OF LEMMINGS**
Psygnosis
- 10 **HUMANS/JURASSIC LEVELS**
Mirage

Role Playing

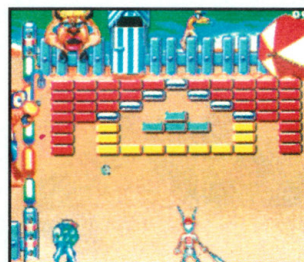
- 1 **AMBERMOON**
Thalion
- 2 **DUNGEON MASTER**
Psygnosis
- 3 **CHAOS STRIKES BACK**
Psygnosis
- 4 **EYE OF THE BEHOLDER II**
US Gold
- 5 **LEGEND**
Mindscape
- 6 **KNIGHTMARE**
Mindscape
- 7 **ISHAR 3**
Daze



- 8 **AMBERSTAR**
Thalion
- 9 **BLACK CRYPT**
Electronic Arts
- 10 **MIGHT AND MAGIC III**
US Gold

Bat 'n' ball

- 1 **PINBALL ILLUSIONS**
21st Century
- 2 **PINBALL FANTASIES**
21st Century
- 3 **PINBALL DREAMS**
21st Century
- 4 **ARKANOID 2/REV OF**
Ocean
- 5 **OBSESSION**
Merlin
- 6 **SHUFFLEPUCK CAFE**
Ubisoft
- 7 **ARKANOID**
Ocean
- 8 **KRYPTON EGG**
Rainbird



- 9 **BUNNY BRICKS**
Silmarils
- 10 **LORDS OF WAR**
Rainbow Arts

What's the crack, like?

The way in which the Superleagues work is thus. At the end of every month, we take a look back at the games which have arrived, and the marks they have been given. The best games are considered for inclusion in the 'leagues, but first we scan the relevant columns and decide where, if anywhere, they should go. Old games may still ride high, not because they out-shine the new, but because they have stood the test of time. It's all complicated and stuff.

Swap Shop

For sale: UFO, Historyline, Steel Sky, £15. Legacy of Sorasil, PM2, PM3, Dune, F1GP £5. Matthew Buchan 01209 718257

Swap or sell: Powerdrift, The Ultimate Ride, Ninja Warriors and Ancient Games. Sell for £5 each or £15 the lot or swap for Arcade Pool and The Addams Family. Michael Alabaster, 28 Chequers Green, Great Ellingham, Attleborough, Norfolk, NR17 1HU.

For sale: PM3 and multi-edit, £25 for both. Shane Fielding, 149 Greenlands Road, Chelmsley wood, Birmingham.

A500+ RAM expansion 4mb for sale, only £160, brand new. James Battensby, 21 Roman Avenue, Walker, Newcastle upon Tyne, NE6 4AB.

A1200 external drive, 80+ original games plus loads of blank disks and demos, £280 ono. Craig after 6pm on 01754 769723.

Free software! Send me your PD catalogue disk for mine. Ger Cahill, 6 Aylesbury, Dooradoyle, Limerick, Ireland.

For sale: Amiga 500+, monitor, joysticks, mouse, programs. Excellent condition, £275. Phone 0121 4727133.

Amiga games and utilities for sale, cheap prices, write for free list to L Gibbons, 4 Pennine Way, Harraby, Carlisle, Cumbria CA1 3QQ.

For sale: Amiga 1200 (perfect, boxed) external drive, two joysticks, new mouse, Wordworth 3.1, Mini Office and SWOS, Pinball Illusions, Tower Assault, Settlers, Goal, all for £260 ono. Peter Thornhill, 01943 602699.

Wanted for A600: Benefactor, Bob's Bad Day, Clockwiser, All New world of Lemmings, Xmas Lemmings '94, Puzznic, Lost Vikings, KGB, Beneath/Steel Sky. Bob Gooding, 01249 816133.

Games for sale and swap. Send your list to Andrew Riddall, Templeshambo, Eniscorthy, Co. Wexford, Ireland.

SY-PD, for full catalogue disk send cash or cheque for £1 to S Yapp. Look no further for cheap PD. 109 Wolverhampton Road, Kidderminster, Worcs, DY10 2UU.

a swap for any good game. Nick Riley 01706 211278.

Swap Zappo CD-ROM drive for CD32. North East area. Steven Penney, 01207 236675.

For sale: SWOS £8, A-Train, Populous, Cannon Fodder, Op Stealth, Curse of Enchantia, Monkey Island, Champ Man '93 £5, plus many more. Richard Joy, 01237 476138.

Wanted: F19 Stealth Fighter for Amiga 600, will pay reasonable price. Adam Spencer 01373 471919.

For sale: Theme Park, Jurassic Park, £12. Mansell's, Goal, Kick Off 3, Champ Man '93, Ian Botham's Cricket £8, Spellbound dizzy £5 or will swap for Sim City. Mark Fordham, 51 Breck Lane, Dinnington, Sheffield, S31 7LJ.

Penpals wanted to swap and sell games. I have a large selection of good games, mainly strategy and sports management. Write to me now. Age 17. Only write if 15+. Simon Battersby, 56 Park Lane, Sandbach, Cheshire, CW11 9EF.

For sale for A600. Simon sorc, J Park, Putty, Winter Olympics, Theatre of Death, Beneath a Steel Sky, F29 retaliator. All boxed, offers over £5 each. V Mitchell, 28 Potters Field, St. Albans, Herts AL3 6LJ.

For sale: A500 plus modulator, joystick mouse & approx £700 worth of games, extra drive. Want £200. Call peter, 01842 755661.

For sale! Amiga 600 with monitor and loads of games including F117A, Chaos Engine. Ring David on 0181 319 2943.

Really cheap load of games for sale (around 40). Includes Champ Man, Sensible Soccer, Chaos Engine, Wiz 'n' Liz, Goal, Pinball Illusions/Fantasies. All for £100. 01706 220471. Also around 50 CD32 games - just about every decent one. £100. 01706 220471.

A600 2mb RAM, external drive, 24 pin colour printer, loads of games, joystick, mouse, magazines. £250 for the lot. Must collect. Stephen on 01738 629235.

Amiga 500 1 meg, external drive, printer, disk box full of games and utils, joystick, mouse. £215 ono, must collect. Also SNES (D Kong Country, Mario Kart etc) with 5 games 3 pads, £150. Chris on 01484 608786.

Wanted: Zappo Cd drive, boot disk for A1200. Urgent request. Will pay for disk plus postage. Luke Joyce, 01626 62205.

A600 for sale, 2 external drives,

40meg hard drive, 3 joysticks and loads of great games.

£250. Call Alex on 01737 551763.

Wanted: Dark Seed, Waxworks, Sabre Team, Laser squad, Judge Dredd, Rogue trooper or any similar adventure or strategy games. Alan Boyd, 35E Montgomery Street, Kilmarnock, Ayrshire, Scotland KA3 1JA.

SNES for sale, 3 controllers, multitap, 10 games inc. NBA Jam TE, Super Bomberman. All boxed in ex con, £200 ono. John Hunter, 01977 683874.

Wanted: clue book for Crusaders of the Dark Savant. Will pay £10, no more no less [Ooh, that's sensible. "Oh, check me out, there's no way I'm paying less than a tenner. Nope, must pay £10."] David Cotterill, 28 Fountains Road, Mossley Estate, Walsall WS3 2RL.

A1200, fast RAM board, monitor, 200 boxed titles from £1 each. Send large SAE to Gavin Rodgers, 24 Northview, Swanley, Kent BR8 7BQ.

Swap Lotus 3, Doodlebug or Sleepwalker for Player Manager. Sell any of above for £7. Reply now or I'll knock you out! I must be crazy [Either that or a bit of a tit...]. Russell Sheddenn, 01563 521919.

Walker, Ishar 3, Strike Fleet, F1 Masters, Sabre Team, A1200, Rugby League coach, Pinball Dreams and Fantasies and Super Space Invaders £8 each or £30 the lot. All originals. David Smith, 168 Edghill Road, Harraby, Carlisle CA1 3SA.

Swap: Sim City deluxe for Jungle Strike, Beneath a Steel Sky or Theme Park. Write to Lee Hughes, 5 Brierely Close, Bootle, Merseyside L30 7QH.

Amiga contacts wanted [Yeeeeeeeyyyyyys, that's riiiiiiiiight, because ooooooh you're certainly not a pirate].

For sale: Amiga 1200 60mb hard drive, 4meg RAM, colour monitor, £300 plus boxed games comes with original boxes and manuals the lot £350 [Don't blame us readers, we tried to make sense of it all]. Phone Ian Gardiner on 0181 420 4882.

For sale: CD32 plus games, 6 months old. Ring P. Garrett, eves, 01980 843034.

SNES for sale, 14 games, 3 pads, Game Genie, Action Replay. cost £230. Please write for more info. Michael Fitzpatrick, 5 Balmoral Road, Aintree, Liverpool, L9 4RD. For sale A1200 in mint condition only £120. Contact Sean or Martin on 01553 761641



Amiga 500 (2 meg), extra drive, colour monitor, Star printer, programs, mouse, joystick, mobile computer desk. £300 ono. W Boatman, 01283 702432.

NEW magazine! Do you write freeware or shareware? Would you like the first issue free? For more info write to Zinc Software, 38 Landgate Road, Handsworth, Birmingham B21 8JH.

For sale: A1200, joystick 17 games (boxed), Amiga mags, coverdisks, PD's, three years extended warranty, £250. Phone 01255 220718.

Swap or sell: Settlers, Gunship 2000, B17 FF, Nick Faldo's Golf, Laser Squad, AB '92, RVF Honda [...etc...] 2 to 1 swaps on some games. Derek Noble, 17 Chatsworth Fall, Pudsey, W Yorks, LS28 8JZ.

A1200 as new, only £230. Will send cash on delivery if needed. External drive £30 colour stereo monitor £110. Also A1200 with hard drive for £300. Printer £100. Ring Darren 01322 664136.

For sale: Atari with manuals, TV and over 300 games, one joystick, all leads will sell for £100. Phone 0121 515 3229.

Wanted: Turricon 2, boxed original, cash paid. Phone evenings only. B Barlow, 01706 343222.

Sell RVF Honda, Operation Wolf, Proflight, F29 Retaliator and Battle Command for A500. Phone Dave on 01283 213476 now for £25 [Seems a bit pricey for a phone call...]

I will swap my Mega Drive, eight games and Mega CD with six games for A1200 or sell for £250. Lee Dunlop, 16 Miltown Avenue Ballymoney, Co antrim, N Ireland BT53 6RF.

UK SNES for sale, 10 games, two pads and mags & games inc.



For sale: UFO, A1200 only, £20. PM3 £15. Both boxed and excellent condition, will consider

PSWaps

SwapShop

Donkey Kong Country, Street Racer etc... £200 ono. Phone 01270 663000.

Amiga games for swap, A500, A600, A1200. Phone for list. Richard Short 01869 252163.

Wanted: A570 CD drive for A500+, or CDTV cheap. Ring David on 0181 595 1627.

Amiga 540mb hard drive, £175. Amiga 80mb hard drive £90. Master System and four games £25. 01424 441683.

Amiga 500 1.5 mb, two joysticks and mouse 20-25 games [Well how may is it man - count!]. Only £150 ono. 01748 833850 evenings only.

Amiga gaes for sale, including Monkey Island, Guy Spy and Indiana Jones and Last Crusade, £10 each. Phone after 4pm ask for Kim. 01202 667256.

Starting PD library but I need games. Please send your PD games to Paul, 67 Nuffield Road, Woodfarm, Oxford OX8 8RQ.

Education: 10/10 Maths, 10/10 English for 6-16 yrs, 10/10 Dinosaurs all ages plus Fun School 2 for over 8's. Boxed, manuals, £20, no offers plus p&p. Phone 0181 697 4147.

Amiga games for sale from £2: Steel Sky, Valhalla, Monkey Island, Valhalla 2, Kyrandia, Ishar 3, Darkseed plus many others. For details write to Dumbi Obiorah, Flat 1, 23 Eastdown Park, Lewisham, London, SE13 5HU.

Lots of brilliant Amiga games for sale. All originals, all under £10. Send SAE for list to Chris Rayment, 85 Prospect Road, Southborough, Tunbridge Wells, Kent TN4 0EE.

Wanted: Amiga programmers or Amiga musicians, send disks. Programs must be compatible with AMOS and music IFF or RAW formats. Send address with disks to Richard Hodge, 1 Parsonage Green, Begelly, Kilgetty, Dyfed, Wales SA68 0YN.

My Gameboy boxed as new with carrycase, magnifier and 7 games, for your CD32 with any amount of games. Rory Currie, 0361 850 227.

Swap UFO for Mortal Kombat 2 or sell for £10. Daniel Rosenfeld, 01209 890264.

Wanted: Space Crusade and update disk, and Space Hulk, good price paid. Paul on 01743 354395.

Contacts wanted A1200 to swap games and PD, Jeff, 42 Sanfield Rd, Wrekenton, Gateshead, NE9 7AE.

A1200, many games and apps, sampler and external drive and loads of blanks, all boxed and booked [huh?], £260 ono. 0181 559 2457.

Attention! Will sell Striker Manager for £3 or swap for European Football Champ. Call now and ask for Chris. 01709 372089.

Free game! For the best cheat/s for Wing Commander, Gunship 2000, Subwar 2050. Tony, 19 Eastdean Bank, Seacroft, Leeds, LS14 1HJ.

Arnhem wanted for A500. Will pay good price, or swap. David on 01904 410789.

CD32, over 500 PD games and 13 others with nouse and one pad. Swap for A1200 with games and hard drive. No time wasters please. Birmingham area only. 0121 730 1176.

For 40 sheets of A4 paper filled with tips and cheats on old and new games send an SAE plus 45p to Tom Bowerman, 172b Cheltenham Road, Cotham, Bristol BS6 5RH.

Swap Alien Breed, Wing Commander, Curse of Enchantia, Jag XJ220 or sell, offers wanted Citizen 240c print head [Make sense readers? Don't blame us] Ryan Tingle, 24 Cliffesfield Road, Swinton Mexborough, S. Yorks S64 8PX. 01709 587484.

For sale: A1200, 80mb hard drive, lots of games, joysticks etc £250. Terry Clarke, 01342 892601.

Swap Flashback or Roadrash or MK2 for Overdrive, any 2 for Tower Assault, Kid Chaos or all 3 for Pinball Illusions, ATR, Turbo Trax. Marc Jefferies, 0181 265 2775.

Wanted, A5/600 user to

talk/swap disks. Into music, games and demos. 100% reply guaranteed. Phone 01226 217354 for address.

A1200 Desktop Dynamite, external drive, colour monitor, joystick, books, magazines and loads of games, £500 ono.

Stephen Quinn, Flat 1, 27 Abbey Road, Llandudno, Gwynedd, Wales LL30 2EH. 01492 870090.

Sell Clue, Theme park, Football Glory, Darkseed, CF2, Micro Machines £10. Or swap for Subwar, Sensible Golf, UFO, Detroit, Colonization or other offers. James Dawson, 0740 652093.

Amiga contacts wanted to swap games and cheats. George Wavish, 3 Devonshire House, Union Street, Plymouth, Devon PL1 3HE.

A500+, 2mb, ROM switcher plus over 30 boxed games, £149. Also Star LC100 colour printer £95.

Both very little use and in perfect condition. Tel David 01622

720616.

Amiga 600 or sale, 14 top boxed games, Amiga magazines, joystick, disk box, in excellent condition. £130 ono. Luke seomore, 5 Farm View, Rayleigh, Essex SS6 9PT, 01268781926.

Contacts for CD-ROM Amiga user wanted to swap/sell CD-ROM software. 1000% reply worldwide [By which you presumably mean that you will respond tenfold to every respondent, yes? Doh!]. Chris, PO Box 8128, Athens 10010, Greece.

CD-ROM drive and Soundblaster Pro for sale for £150. Also

Amiga CD32 and 10 top games for £150. Ring 01625 500019 for more information

Workbench 1.3 manual wanted, will pay £5-10. Write to good old Mark Anderson at 39 Mount Vernon Gardens, Belfast BT15 4BQ.

The staff at Amiga Action regret that most of the phone numbers in this section have probably been typed in inaccurately. And oooooooh - we certainly care.

This is how it works: Everything's free, so if you keep 'em short we'll stick 'em in (wahey!). Make 'em long and we'll chuck 'em in the ruddy bin. You have been warned. Oh yeah, and if you're after a penfriend be sure to include your age. It saves grown-ups who're choking for mail-sex getting stuck with kids who want tips.

Name

Address

Telephone

Age

Please tick which you wish to be printed:

☐

Telephone

☐

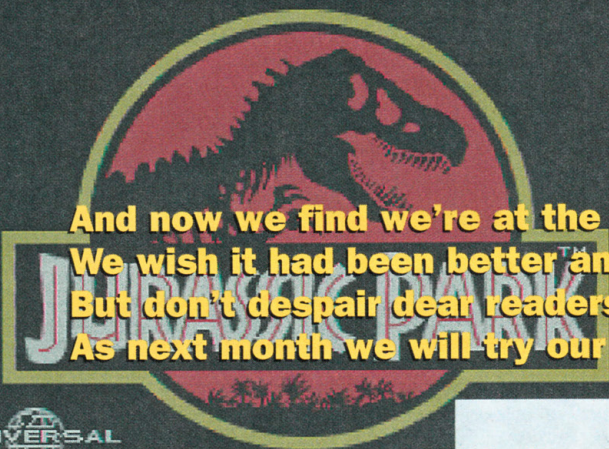
Address

Send to: Dirt Shop, Amiga Action, Media House, Adlington Park, Macclesfield SK10 4NP



AMIGA ACTION

And now we find we're at the end of yet another ish
We wish it had been better and we're sorry that it's bish
But don't despair dear readers for we have a treat for you
As next month we will try our best to make it not so poo

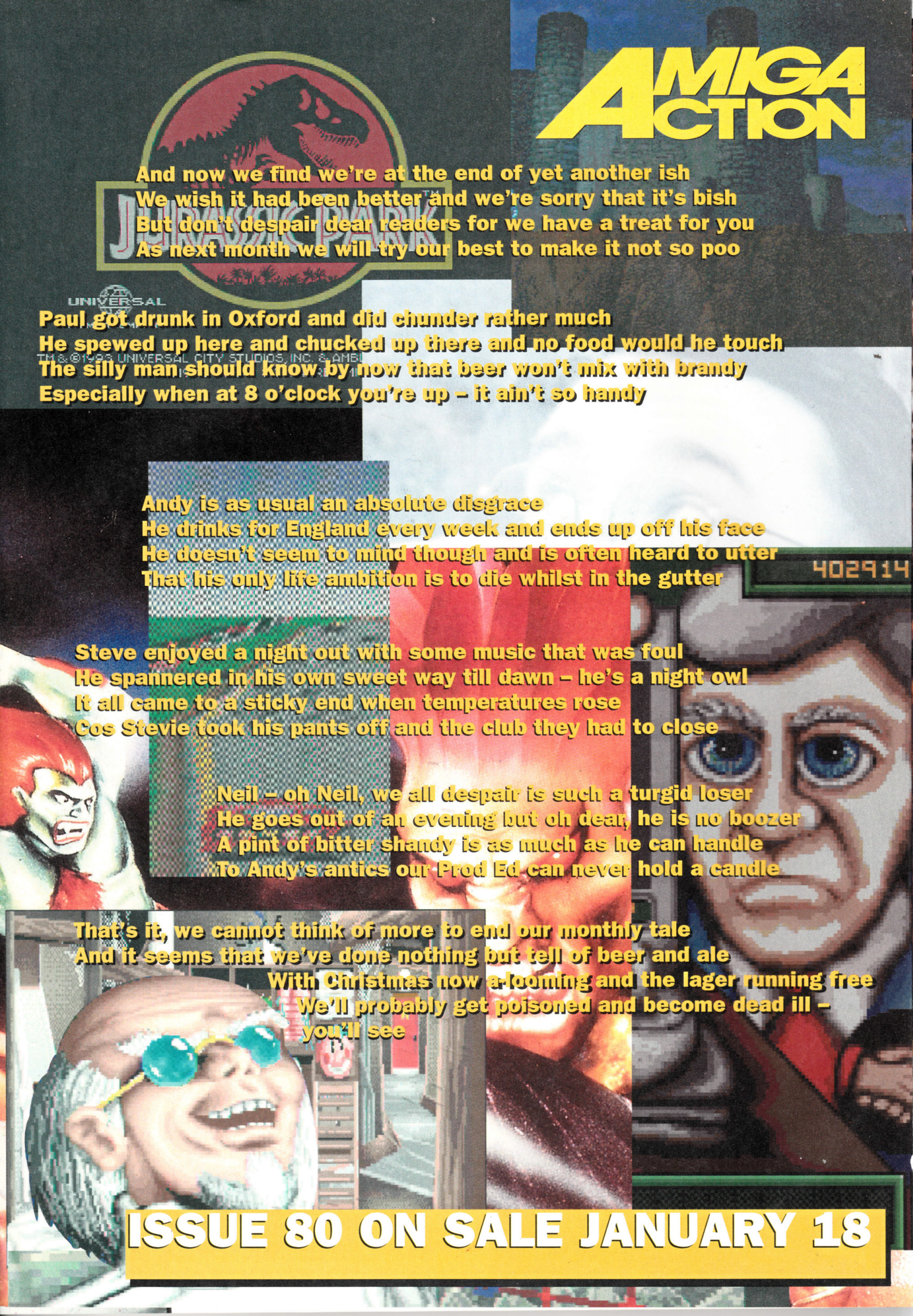

UNIVERSAL
Paul got drunk in Oxford and did chunder rather much
He spewed up here and chucked up there and no food would he touch
The silly man should know by now that beer won't mix with brandy
Especially when at 8 o'clock you're up - it ain't so handy

Andy is as usual an absolute disgrace
He drinks for England every week and ends up off his face
He doesn't seem to mind though and is often heard to utter
That his only life ambition is to die whilst in the gutter

Steve enjoyed a night out with some music that was foul
He spannered in his own sweet way till dawn - he's a night owl
It all came to a sticky end when temperatures rose
Cos Stevie took his pants off and the club they had to close

Neil - oh Neil, we all despair is such a turgid loser
He goes out of an evening but oh dear, he is no boozier
A pint of bitter shandy is as much as he can handle
To Andy's antics our Prod Ed can never hold a candle

That's it, we cannot think of more to end our monthly tale
And it seems that we've done nothing but tell of beer and ale
With Christmas now a-looming and the lager running free
We'll probably get poisoned and become dead ill -
you'll see


ISSUE 80 ON SALE JANUARY 18

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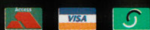
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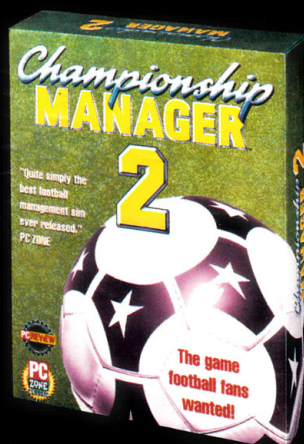


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